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# YBERNET

CYBERPUNK ROLEPLAYING



AUGUST HAHN



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# INTRODUCTION TO OGL CYBERNET

There is a dark allure to the idea that the future does not hold peace and hope for all mankind but crushing capitalism and technology so advanced, it begins to replace parts of the human body. In this kind of future, seen through a mirror darkly, man has been relegated to both master and slave of his own devices with the position dependent solely on which end of the button one is on. Corporations manufacture the goods humanity has to have to survive in this time, synthetic food to replace the produce lost to deforestation and a thinning atmosphere and weapons to make sure you live long enough to eat it.

Corporations also build, maintain, and control the massive computers that link the world through an invisible second universe of servers, private terminals, and networks of near instantaneous transfer of information. Everything from schematics for new military hardware to the latest soccer scores flies down these lines from origin point to millions of destinations with the push of a button. The Internet is a thing of the past, a dinosaur unable to live through the meteor strike of multidimensional data files too large for it to handle. In its

place, the Web has emerged. So complex that normal interfaces were insufficient to the cause, methods of controlling the Web through neural transmission have developed. Needless to say, the corporations build and maintain these too.

That level of influence has given the business and industrial sector unprecedented control over the welfare of the planet, resulting in the weakening of anything that is not part of the private sector. Stock quotes carry more weight than ballot boxes in this shadow time, with politicians in power only at the behest of special interest groups with the money and connections to arrange their elections. Corporations control most of the world, covering once rural areas with factories and processing plants while expanding our cities to unimaginable sizes.

Megaplexes the size of five New Yorks sprawl over the tilled and blackened earth, with literally millions of people living in areas so crowded, a three room apartment is a luxury and owning a car requires special dispensation. The crushing poverty of billions fuels the fortunes of a fortunate few; each wealthy businessman attaining his position only after years of political manipulation and corporate backstabbing. To succeed in a world like this one, no one's hands are clean and no one gets out of the system. NO ONE.

At least, that is what the people who control the system tell themselves and that is the message they spread every time black suited corporate guards lock down a public building for 'harbouring criminals' or arrest people off the street for 'seditious behaviour against the state'. Even though the corporations have

It was shaping up to be one hell of a day. The run had gone south in a big hurry, the corp they were supposed to hit had been alerted to their strike at least an hour before hand, and half his team had been chopped to meat before they even reached the vault. Now he was stuck behind seventeen inches of case hardened steel, waiting for this idiot hacker to get through the code locks and hoping she could accomplish it before another salvo of warheads ripped the vault door off its screaming hinges.

A heavy set of impacts against the steel bulwark at his back told him that they were trying to get in without resorting to blasting. That was good; it gave them more time. It also meant they were in the real vault this time. Takoma goons were never subtle, and if he had been in one of the false computer cores, they would be hauling out the heavy artillery and picking through the pieces later. Precision from these slags meant they had orders not to hurt this chamber and that gave the good guys a chance. At least, he really hoped that was what it meant.

Even now, with every two sheet in the city calling his team renegades and bounty hunters after his hide for the two mill Takamishi had on him, Jenner still liked to think of his team as the good guys. In a city where the police were just a security force owned by the highest bidder and the sky was blocked out with skyscrapers that dwarfed the Tower of Babel, lancers like himself were the only free souls left in the system. They were outsiders, he was an outsider, in a world where being in was the only protection there was. Tank had always said they were just going to get themselves killed doing this kind of work, and a Takoma rifle with a clip full of DUDE rounds had proven him right ten minutes ago. Damn it... He'd miss that big man. He missed Tank's big gun right now.

A weird sound emitted from the door, a high pitched whine that seemed to echo from deep inside it. "We need to hurry the hell up!" he yelled into his net-mike. From wherever the hell she was deep inside the webworks of the corporation's frame, Hellcat must have heard him because she zombied her left arm in the real world into a very rude gesture and her screen printed out, 'I am not baking muffins here, Rip. It'll be a minute.'

As the wailing of the vault door grew louder, Rip got up and pull all the weight he could off his meat leg. The other one was shot up pretty bad and if they did live through this, he saw double amputee in his future. Knowing that surviving long enough to let Hellcat shred the data she needed out of this bloody company's frame meant holding off whatever came through the hole that was getting cut, he flipped an expensive looking office table over and struck gold-wood veneer over steel. That would absorb a few rounds. He popped the tripod out on his heavy and set it up to cover the shrieking door.

'You need a minute, I'll get you a minute. Sixty seconds, coming up. You take sixty-ONE and it's closed caskets all around.'

no legitimate power over the citizens of most nations, they take it anyway and few governments have the ability to keep them from doing so. As they have done in the business world, they do in the private world; the corporations grasp and when they find what they do not hold, they extend that grasp farther.

There is, however, something that no corporation or corrupt official can seize, no matter how hard they try. Even in the stifling recycled air of the corporate megaplexes, there is the lure of freedom. Though everyone is chipped at birth with a record of their identity, some people have removed this microtech shackle and taken to living life their own way. These people form a dangerous level of society, unchipped citizens of the world with no allegiance to anything but staying alive.

The police do nothing about them unless they have to because the extra work is not a burden these bought and paid for officers of corporate law wish to bear. The government does nothing against them because it is only a problem in the megaplexes and they rule in high rise buildings far from these squalid sprawls. The citizenry do nothing about them because in their eyes, the unchipped are heroes in an era where heroism is all but extinct. In all the dark world, only the corporations have both reason and resources to oppose those who would be free.

But the corporations do nothing either, at least not all they could. Why? Because the unchipped are a resource and no industry survives long by wasting resources. They move to block these 'freelancers' whenever they act against the corporations and their holdings, but they rarely hunt them down out of hand. The unchipped are too valuable as agents for operations that would be compromised by using official channels and registered citizens.

This creates a world more complicated within than the tenebrous, intricate patterns it weaves without. The only freedom on the planet exists at the allowance of the very force that took it away in the first place. Those who would be free often have to serve that force just to keep it, and the slaves of society watch the whole affair in mute fascination at the dichotomy of loyalties and compromised ethics.

This world, the world of the cyberpunk, is both more complex and simpler than our own, with the stark honesty of 'power corrupts' indelibly stained with the ambiguous truism that 'the ends justify the means.' The black depths of the Web are like a fantasy within a fantasy, a bright, clean realm compared to the grime of an existence spent in the unreal steel jungles of corporate megaplexes. This is the world

that promises swift death at the end of gun and the freedom that comes from holding one and shooting first. A brighter life can be carved from this bleak setting, but it only comes at the cost of hard work, quick wits, and a willingness to do whatever it takes to survive.

It is a place of digital heroes and steel villains, of shades of grey so deep that only the blackest black and the whitest white make any difference any more.

Welcome to the future of Cybernet. Hope you survive it.

The day had started in hell and somehow found an even deeper pit to throw him into. The vault had been bloody, but Hellcat and he were both alive. She had managed to take control of the complex long enough to shut down their drones and open the executive escape tunnels for them to slip through. Zak had not been as lucky; the Takomas had emptied enough steel into him to make a car just as they were getting out. He sent up a silent prayer for the souls of his team, some of which he had called friends. He did not honestly know if God could hear people anymore over the drone of the Digivangelists clogging up the airwaves, but if he could, Rip hoped he'd watch over Zak and Tank tonight.

If things did not look up for them soon, God would have to set two more places at the table for him and Cat. A stray round from one of the autonomous tower guns she could not bypass had taken out the Ripmobile and damn near killed both of them. They had been thrown clear, hit the ground running, and had not stopped since then. Most Takoma goons would not give chase outside their contracted grid, but the people behind them now were special. Very special, and very tenacious.

They were Minutemen, lancers who live constantly wired to the Web and ready at a moment's notice for mercenary work. Called Minutemen after some old historical reference and because they bragged about taking less than a minute between getting a job and beginning to work it, these bastards would usually do just about anything—including hunting their own. Cold hearted and unbuyable once they took a job, Minutemen were the ultimate in disposable, reliable help.

The road ahead turned off and the car Cat hotwired skidded up onto its alloy wheels as she cut the bank too hard. Rip broke out the back window and stuck the barrel of his heavy through the shattering kev-glass to discourage pursuit. Across his field of vision, the display from his cybereye showed him in harsh, unforgiving red letters that he was down to eight shots.

'Can we make it?' he asked Cat over his shoulder without looking away from the heavy armour riding them down on thruster bikes.

'I think so, but I'll need time to shake these losers and find us an open lane!'

That again. It seemed to Rip he spent most of his life buying time for that data-wench. 'Fine! How long do you need?'

In the rear view monitor, the webcrawler grinned back at him. 'Sixty seconds.'



# CONVENTIONS OF CYBERPUNK AND ROLEPLAYING

Odds are, if you are reading this book now, you have already got a pretty good idea what roleplaying is. You know all about dice, statistics, combat, and how to make a character. These are far from universal skills, though, so just to make sure that everyone is on an even playing field, we are going to take a couple of pages to bring you up to speed on basic roleplaying terms. We will also look at some of the classic conventions of the Cyberpunk genre, including what essential elements are a must for creating the feel and rhythm of a good, gritty dark future game.

Of course, if you already figure you are an expert on this, you can certainly skip ahead to the next chapter and get cracking on your new jacked up, cyber-limb toting alter ego. If you can quote passages out of *Neuromancer* and you have been playing roleplaying games for years, there is precious little in this chapter that will come as news to you. Of course, we will try to be brief here and if you take the time to look through these few pages, you might just find something you did not know about. The choice is yours.

## WHAT IS ROLEPLAYING?

Take a minute to remember what a tea party was like when you were a child, even you boys out there. Do not try and pretend that you never had one or were forced through one by your sister. We all went through it, so buck up and get with the imagining. Got it in your head? Remember the cute little cups and saucers, the polite manners, the stuffed animals in tiny chairs, and pretending to pour invisible tea without spilling a single drop?

Even though there was no tea and the newspaper tablecloth would not have been ruined if you had spilled it, you still pretended because that is what would have happened if you had dripped tea on the tablecloth in real life. When you drank from the empty cups, you could almost taste real tea because you were using your imagination to pretend that the tea was real. Maybe you used a plastic spoon to ladle in pretend sugar or poured a bit of milk from an empty carton to 'flavour' your imaginary tea, just to make the game a little more interesting.

Roleplaying games are just like that, except that halfway through the tea party, you flip the table and lay down covering fire with your tea pot while the teddy bears escape through an open window. Roleplaying games can literally be about anything, but instead of pure imagination, a set of rules is adopted to determine whether certain actions work and others do not. In a pure 'pretend' game, your shots hit the stuffed elephant commandos if you think they do, but in most roleplaying games, you make a series of dice rolls to see if you knock the stuffing out of Mr. Peanuts. Sometimes you hit, sometimes you miss; it all depends on how accurate your character is and how lucky you are with the dice.

## CHARACTERS AND DICE

When you and your friends play Tic-Tac-Toe, you are yourself playing the most futile pencil and paper game known to man since Connect the Dots. When you run outside to play Cowboys and Indians or act out the trench run scene from a certain science fiction movie on the neighbourhood swing set, that is playing in character. Instead of being yourself during the game, you are a rebellious young pilot in your sleek starfighter, shooting at anything that moves.

In a roleplaying game, you make a character using the rules provided and play as him through the entire process. Sometimes good things happen to him; sometimes bad things may occur. You are 'in the movie', so to speak, and the story that you tell during the game along with the other Players and the person running the whole thing, the Games Master, is entirely up to you.

To keep these stories from being a constant state of 'I hit you! No, you didn't! Yeah-huh! Nuh uh!', roleplaying games use random numbers based on the probability of things occurring to determine whether an action succeeds or fails. The task of generating these random numbers fall upon tiny little things called dice. You are certainly familiar with dice; there are little six sided ones in almost every board game in the world. Well, in a roleplaying game, we often need probability ranges a little larger than 1 through 6.

This is accomplished through special dice that have different side totals ranging from 4 (these look like little pyramids and are not fun to find with your bare feet at 3:00 A.M.) to 20 (also called an icosahedron by gamers with way too much time on their hands). Some speciality dice exist out there, such as the hundred sided dice (we usually call these what they look like- golf balls with delusions of grandeur), but for the sake of OGL Cybernet, we are going to stick with the following dice- 4 sided, 6 sided, 8 sided, 10 sided, 12 sided, and 20 sided.

## ON THE NAMING OF DICE

No, this is not about finding cute little names for your dice like Wumpkins or Mister Low-Roller. If you are looking for advice on that, we suggest therapy as quickly as you can get someone else to drive you to it. Dice in roleplaying games go by a series of shorthand codes that are very easily to learn but look confusing at first glance. A four sided die (the singular form of dice) is also called a d4. The 'd' stands for dice, logically enough, and if you need the 4 explained to you, you might want to quit while you are still behind. In this book, dice will be referred to by this code preceded by the number of them needed for any given roll required by the rules.

For example, if Rip wants to fire his heavy sniper rifle at an approaching vehicle, he would need to roll above the car's Defense score on 1d20. Note that oftentimes, the 1 is simply assumed if no other number is listed or needed. If this d20 check is successful at scoring above the Defence of the vehicle, Rip would roll 2d10 damage. This means he would roll one ten-sided die, note the number, then roll it again and add the result to the first one. Out of 2d10, a Player can get a range of numbers from 2 (both dice roll a 1) to 20 (both dice roll a 10). When multiple dice are indicated by this shorthand code, the values of the rolls are always added together.

One last dice note concerned the idea of a d100, also called a d%. This is also called a percentile roll in roleplaying parlance. To do this, roll a d10 twice. The first roll is for the tens digit; the second roll is for the ones digit. If you were to roll a 4 and the a 2, that generates the number 42. When rolling a percentile, two 0s count as the number 100. Some dice sets have a special d10 with a two digit number (10,20,30, and so one) stamped on each of its faces to make this easier, but such dice are certainly not necessary.

## MULTIPLIERS

Certain modifications to dice rolls exist within the rules that, instead of adding a set number or an addition die or dice to a roll, multiply the result. These are listed as 'x2' or some other multiplication value. Multipliers apply to every numeric modifier and the basic dice involved in the roll but *not* to additional dice added as a modifier to the roll. For example, if Hellcat runs a macro on he WebDeck that adds a d4 bonus to her digital damage rolls and also has a special weapon attunement program that multiplies her normal digital combat damage of 1d8+4 by x2, any successful hit she inflicts in the Web does  $2(1d8+4) + 1d4$  or  $2d8+8+d4$ , **not**  $2d8+8+2d4$ .

Multipliers can stack but regardless of their values, they stack in a specific way. When a check or value has two or more multipliers, the highest value multiplier is kept and every addition multiplier increases the first one's value

by 1. If Hellcat were to take an electronic swipe with her macro-claws (the 1d8+4 attack mentioned above) at a Web Icon with a special vulnerability that multiplied all direct damage by x3, any successful attack would inflict 4 (x3 modified to x4 by the additional x2 modifier) times the normal damage plus her additional d4, **not** 5 times (which would occur if the multiplies were added together, which they are not).

## ACTIONS

Once you have a character and some dice, you have all the tools you need to begin playing. Rounds of play usually consist of the Games Master, the person guiding the story and the action of a game, asking questions and describing scenes, and Players suggesting actions their characters wish to take in response to these descriptions. Everything a character wishes to do, from waking up and putting on his socks to gunning down a band of street thugs, is an action. Actions come in different types and have different rules attached to them.

Simple actions are things that do not require rolls except in the most adverse of conditions. Under normal circumstances, a character is allowed to tie his shoes without needing to make a die roll for success. If that same character had just been hit by a bus after staggering out of a warehouse where mob enforcers had been dosing him with sodium pentathol to make him talk, it might be a different story. Whenever a character needs to make a simple action, something they can normally do everyday with no special skill or talent required, the Games Master will generally simply declare success or, like in the example just given, require a roll (also called a 'check') or simply declare failure.

Contested actions make up the largest part of the rule mechanics for combat and skills in this book. Everything that a character does that might have a chance of failing because of someone else's actions, skills, or abilities, the result is a contested roll. Rip shooting at the vehicle is an example of a contested action; his attack roll is contested by the vehicle's Defence. Contested checks are never guaranteed and even the most masterful of gunmen can miss his mark once in a while. Saving throws, which are a special type of check made to see if a character can escape the effects of something adverse, are another kind of contested roll.

A term used during contested rolls is DC, short for Difficulty Class. The DC of a contested check is the number the dice must roll or higher to succeed. A roll that is lower than the given DC for an action fails. Since most basic checks in this game are made with a d20, such as skill rolls, attacks, and saving throws, the Cybernet roleplaying game is referred to as a d20 game in

accordance with the basic gaming system of the same name. The d20 is the most common type of die rolled during an average session of Cybernet, making it crucial to the system and the single most important die for any Player to own.

Astute players may have realised at this point that if contested checks have to beat a listed DC and they are all made using a single d20, then actions with a DC of 21 are impossible. On the surface, this is correct, that is where characters come in. Characters and the skills and abilities they gain come with modifiers that are added to or subtracted from certain kinds of checks. These modifiers can theoretically make any check possible, no matter how high the DC might be.

Though it is often a convention with games running the d20 system to allow all rolls of 20 on a d20 to be an automatic success, this is not the case in OGL Cybernet. By the same token, a roll of 1 (called a 'natural' 1 because it is the actual result on the die roll, just as with a 'natural' 20) is not an automatic failure. The sole exception to this rule in OGL Cybernet is a result of a natural 1 or 20 on a saving throw. These results do automatically succeed or fail, regardless of modifiers.

The rest of the OGL Cybernet game is described later in this book and after reading through it, you will be ready to snap a new clip in your JinnaiTech m30 and hit the dark streets for an adventure of your own. Before you do, you might want to take a moment to familiarise yourself with genre specific concepts. The rest of this chapter sets the tone for Cybernet and the core ideas that make this setting so dangerous, so different, and so very appealing. The rules in this book can be used to play any kind of game—they are that flexible— but a Cybernet game is not really a Cyberpunk game if certain key elements are missing.

## WHAT IS CYBERPUNK?

Rather than try to come up with one opinion of what Cyberpunk entails purely from the author's viewpoint, we will give several definitions of the term as noted by a variety of sources. Readers should always keep in mind, when reading this, when reading the rest of this book, and when actually playing the game that the best answer to this question is itself another question; what is Cyberpunk to you?

Gardner Dozois, one of the editors of Isaac Asimov's Science Fiction Magazine during the early '80s, is generally acknowledged as the first person to popularise the term 'cyberpunk' describing a body of literature. Dozois doesn't claim to have coined the term; he says he picked it up 'on the street somewhere'. It is probably no coincidence that Bruce Bethke wrote a short story titled

'Cyberpunk' in 1980, submitted it then to Asimov's when Dozois may have been doing first readings, and got it published in Amazing in 1983, when Dozois was editor of 1983 Year's Best SF and would be expected to be reading the major SF magazines.

Before its christening, the 'cyberpunk movement', known to its members as 'The Movement', had existed for quite some time, centred around Bruce Sterling's samizdat, Cheap Truth. Authors like Sterling, Rucker, and Shirley submitted articles pseudonymously to this newsletter, hyping the works of people in the group and vigorously attacking the 'SF mainstream'. This helped form the core 'movement consciousness'.

Cyberpunk literature, in general, deals with marginalised people in technologically-enhanced cultural 'systems'. In cyberpunk stories' settings, there is usually a 'system' which dominates the lives of most 'ordinary' people, be it an oppressive government, a group of large, paternalistic corporations, or a fundamentalist religion. These systems are enhanced by certain technologies (today advancing at a rate that is bewildering to most people), particularly 'information technology' (computers, the mass media), making the system better at keeping those within it inside it. Often this technological system extends into its human 'components' as well, via brain implants, prosthetic limbs, cloned or genetically engineered organs, etc. Humans themselves become part of 'the Machine'. This is the 'cyber' aspect of cyberpunk.

However, in any cultural system, there are always those who live on its margins, on 'the Edge'— criminals, outcasts, visionaries, or those who simply want freedom for its own sake. Cyberpunk literature focuses on these people, and often on how they turn the system's technological tools to their own ends. This is the 'punk' aspect of cyberpunk.

The best cyberpunk works are distinguished from previous work with similar themes by a certain style. The setting is urban; the mood is dark and pessimistic. Concepts are thrown at the reader without explanation, much like new developments are thrown at us in our everyday lives. There is often a sense of moral ambiguity; simply fighting 'the system' (to topple it, or just to stay alive) does not make the main characters 'heroes' or 'good' in the traditional sense.

## CYBER + PUNK = CYBERPUNK (TAKEN FROM CYBERPUNK PROJECT)

The word 'cyberpunk' first appeared as the title of a short story 'Cyberpunk' by Bruce Bethke, published in 'AMAZING' science fiction stories magazine volume 57,

number 4, in November 1983. The word was coined in the early spring of 1980, and applied to the 'bizarre, hard-edged, high-tech' SF emerging in the eighties. The story itself is about a bunch of teenage hackers/crackers.

Bethke himself tells, that the coining of the word 'cyberpunk' was a conscious and deliberate act of creation on his part. The story was titled 'Cyberpunk' from the very first draft. In calling it that, Bethke was actively trying to invent a new term that echoed the juxtaposition of punk attitudes and high technology. He wanted to give his story a snappy, one-word title that people would remember. And he really did succeed.

William Gibson did not invent the word 'cyberpunk'. He did, however, invent the idea of cyberspace and redefine the cyberpunk genre science fiction very early on in its inception. Through his works like *Neuromancer* and other edgy, futuristic fiction, Gibson created the glossy steel jacket and the mean, surging streets of the megaplexes that appear in this game.

Originally the term 'cyberpunk' was meant to be a sort of character type, meaning 'a young, technologically facile, ethically vacuous, computer-assisted vandal or criminal'. Nowadays the term means much more, it has become the name for the whole technogoth-hacker subculture and movement. (See the Appendix for a glossary of terms such as these.) Cyberpunk is now interchangeable between these ideals and encompasses every element of the genre, just as it should. The idea is too big for one definition, so the genre has expanded to give it several more.

Among the many ideas that can be inferred from the use of the word 'cyberpunk' are such intellectual and conceptual notions as:

- > That children have some undefined wiring which enables them to learn languages far easier than adults do, and this ability is not limited to 'organic' languages.
- > That teenagers can be dangerous because they live in a sort of ethically neutral state. They have not gotten the hang of empathy yet, nor have they really grasped the link between their causative actions and the resulting effects.
- > That, just as command of a language is power, technological skill is enfranchisement, and in 1980 we were 20 to 30 years away from an explosion of technology that would radically change the distribution of power in society.
- > That parents and other adult authority figures were going to be terribly ill-equipped to deal with the first generation of teenagers who grew up 'speaking computer.'

- > That with the 'explosion' of technology would come a rash of individuals who would use these new tools for alternately good or foul ends, polarising that technology until it is seen as both a blessing and a curse.

## THE FUSION

The term, in and of itself, is a fusion of two other and very different words, 'cyber' and 'punk'. This fusion is the key to understanding cyberpunk. The word 'cyber' comes from 'cybernetics', which is a science studying control and communication in the animal and the machine as defined by Norbert Wiener, the progenitor of the term. The word itself originates in the Greek language word 'kubernetes', which means 'pilot' or 'steersman'. Originally, a cybernetic system was envisioned as a feedback loop that gives a controller information on the results of its actions.

As computers were adapted for use in many control systems throughout the 1960's and 70's, the term which helped create the computer became associated with it. Computers, however, are not cyber-anything without interaction, information, and communication. Nowadays, and in 'cyberpunk', the prefix 'cyber' means a synonym for that kind of cybernetic machine or something which exists or is produced via a cybernetic machine. Cybernetics also refers to machines that imitate human behaviour.

The word 'punk' was used to describe an anarchistic, dense, and fast youth movement which terrorised the world in the 1970's and early 1980's. This group's message was carried by the loud hard-core rock music that groups such as the Sex Pistols made popular. The word means originally 'rotten' or 'junk'. A 'punk' is a troublemaker, an 'antisocial rebel or hoodlum'. In terms of literature and social movements, 'punk' refers to a 'counterculture' and a sort of 'street-level anarchy', tending to focus more on attitude and outlook than on music and criminal activity. In 'cyberpunk', 'punk' means the anarchistic and anti-authoritarian part of the genre.

So, words 'cyber' and 'punk' emphasise the two basic aspects of cyberpunk: technology and individualism. Meaning of the word 'cyberpunk' could be something like 'anarchy via machines' or 'machine/computer rebel movement'. Since some form of rebellion against the status quo is common in most forms of cyberpunk literature, the term is an appropriate summation of both author's intent and reader's perception of the settings, reactions, and motivations involved.



The technology of cyberpunk is ultra-technology, which mixes genetic material from animal to animal, from animal to man, or from man to animal. This technology raises human embryos for organ transplants, creates machines that think like humans and humans that think like machines. This is a technology designed to keep people within the 'system' that dominates the lives of most 'ordinary' people. This is the science of controlling human functions and of electronic, mechanical and biological control systems designed to replace them.

This technology is visceral. It extends itself into people via brain implants, prosthetic limbs, and cloned organs. It is often external but just as often under our skin and inside our minds. Technology pervades the human self; the goal is the merging of man and machine. Severed limbs are replaced by metal duplicates and ruined organs can be swapped for mechanical approximations. In extreme cases of the concept, viable appendages and organs are removed for the enhancement that comes from these metal replacements.

Cyberpunk is also a combination of high tech and low life. In this world of the future cities have become 'sprawls' where only the strong survive. There is bleakness and dread and 'ecstasy'. In this world, as in any world, there are those who live on its margins- criminals, outcasts, and those who live in the world of codified and filed humanity but who are not registered in any kind of world database. Cyberpunk focuses on these people, these 'lovers of freedom' who often use the ultra-technology designed to control them to fight back.

In the March 1, 1993 issue of Time Magazine, their definition was this: *'With virtual sex, smart drugs and synthetic rock'n'roll, a new counterculture is surfing the dark edges of the computer age. They call it cyberpunk, a late-20th century term derived from CYBERNETICS, the science of communication and control theory, and punk, an antisocial rebel or hoodlum. Within this odd pairing lurks the essence of cyberpunk's international culture - a way of looking at the world that combines infatuation with high-tech tools and disdain for conventional ways of using them. Originally applied to a school of hard-boiled science-fiction writers and then to certain semi-tough computer hackers, the word cyberpunk now covers a broad range of music, art, psychedelics, smart drugs and cutting-edge technology.'*

## IN CLOSING

There you have it, concepts about roleplaying and the conventions of Cyberpunk itself. The counterculture mentioned above is not unlike the very kinds of people who may enjoy playing this game. While Players are enacting their fantasies and exercising their imaginations with these rules in a dark looking-glass image of the real world, they are performing a form of rebellion. They, perhaps you, are choosing to play a game solely through the power of their minds and envision people and places that do not exist anywhere but within the world of their mutual creation. It is breaking out of the system and writing a whole new one.

That makes this game 'cyberpunk' and you who decide to play it the latest champions of a genre that is both future imperfect and timeless all at once.

Congratulations. You have not joined the revolution; you *are* the revolution.



# CYBERNET AND ABILITY SCORES

In the dark world of Cybernet, everyone is defined by what they can do much more than who they are. Names are irrelevant, or quickly become so, when the population of the planet is reduced down to a barcode on a subdermal chip in the wrist and a file in the mainframe of their country of origin. Without names to fall back on, people have to distinguish themselves by actions. Corporate drones do this by rising the promotion ladder as brutally and as quickly as possible. Soldiers use their strength and speed to edge out their competition, and webcrawlers survive by their wits and insight. Everyone has an angle to excel or they drown in the sea of faceless humanity.

Determining just how strong, fast, smart, or charismatic a person in this game has the potential to be is one of OGL Cybernet's most basic concepts. Every character in the game, every person or animal the Player Characters encounter, has a set of six ability scores. These statistics shape the potential of the character, modified heavily by their skills, occupations, and classes. Together, these scores are the framework around which a personality is draped to make a fully fledged individual.

## GENERATING ABILITY SCORES

For players of the game, there is a standard method and three variants. Beginners are encouraged to use the standard method until they get a good feel for how the numbers work and how they affect character actions and chances for success. After that, the variants exist for games that push the envelope in one direction or the other. None of the variant ability score generation methods are available unless the Games Master specifically approves them for use in a campaign.

For Games Masters, all of the options listed here are available to you for creating Non Player Characters. In addition, each statistic described below includes a table of equivalencies. These charts track the right score for a given level of each ability, allowing Games Masters to simply pick numbers that are appropriate for the character in question. This method is no faster than rolling statistics, but it does provide for more tailored results. If a Games Master wishes to create a loyal bodyguard with an athletic build and cat-like reflexes for a Japanesean

executive, this method may be more reliable than rolling statistics and having to make due with a Dexterity of 13 and a Constitution of 11.

**Standard Generation Method:** To generate a set of ability scores for a character, roll 4d6 and discard the die with the lowest face value. This will create a score between 3 (all four dice rolling 1's) and 18 (three of the four dice coming up as 6s). Being able to remove the lowest number inclines the average value of each score and tends to create characters with higher than average abilities. Repeat this procedure five times. Once you have generated six values in this way, either assign them in the order rolled to the six corresponding ability scores or place them in any order desired until all six numbers have been used.

**Variant 1 (Hardcore):** This method tends to create widely varied ability scores with random chance as its only guide. Roll 3d6 and record the numbers, in order, to the six ability scores as listed below. With no ability to skew the results slightly upwards through a discarded die or the flexibility of assigning scores where they will do a desired class or occupation the most good, this method can be very harsh and unforgiving but some Games Masters like the hard edged feel of 'letting the dice fall where they may'.

**Variant 2 (Heroic Characters):** The opposite of Hardcore generation, this variant creates heroes with high scores to simulate their position as exceptions to both the laws of nature and the laws of the urban sprawl. While there is still some room for low scores in this method, each character created with it will generally have at least one very high ability and potentially more. Ability scores start at a value of 8 and get a bonus equal to 1d10, rolled separately for each statistic. After generation, the values can be moved between the different categories. This method is very flexible, but it can result in more powerful characters than any other generation variant because characters cannot start with any ability penalties greater than -1.

**Variant 3 (Point Buy System):** Like Variant 2, the character's ability scores begin at 8 but no dice are used in this method at all. Instead, the Player has a pool of points with which to buy statistics. Each additional ability score point above 8 costs one point, with scores above 14 costing two pool points per ability point to raise beyond that value. The usefulness of a point buy system lies in its customisation and fairness; each character in the campaign has the same number of pool points to spend and may purchase exactly the scores he wants at whatever value he can afford. Pools are recommended at a starting value of 30, but this can be adjusted up or down as the Games Master wishes.

## CAMPAIGN DIFFICULTY AND POINT POOLS

The world of Cybernet is very violent and death can come from any direction at any time. Characters need all the advantages they can get if they wish to survive from day to day. As such, Games Masters intending to run very brutal, dangerous campaigns should probably consider raising the size of the statistic pool if they choose Variant 3 for ability score generation. 30 is appropriate for an average degree of challenge, but if the world is going to deadlier than normal, 35 or even 40 may be more appropriate.

By the same token, if the campaign is going to involve a much lighter degree of risk such as a political game or life in one of the few agrarian collectives left on Earth, 25 points may better reflect the nature of the scenarios. It is not recommended that pools ever go below 25, as even a 'peaceful' part of Cybernet Earth can be a treacherous place.

## STRENGTH

When you have to move a heavy object, turn a rusted knob, bash open a locked door, or adjust someone's attitude with a fire axe, this is the dominant statistic you use. Strength modifies attack and damage rolls in melee combat and skills that rely on pure brawn and muscular ability. Strong characters tend to have prominent muscles and tall, thick bodies. Strength can be greatly affected by the application of cybergear and cybernetic limb replacements.

## DEXTERITY

When you have to weave your way through the crunch of downtown traffic, when you want to impress a date with an acrobatic display on the dance floor, or when people are shooting at you and dying is not on your schedule for today, Dexterity is the dominant statistic used. Dexterity modifies attack rolls when making ranged attacks and Reflex saving throws, making it important for anyone who anticipates getting into firefights and surviving them. Extremely dextrous characters tend to have slender builds and graceful movements. Cyber enhancements can improve many of the things that Dexterity affects, but cannot improve the Dexterity attribute itself.

Strength Score	Modifier	Maximum Lift*	Equivalent
3	-4	30 lb.	Small child, extremely frail elderly person
4	-3	40 lb.	Weak child, frail elderly person
5	-3	50 lb.	Average child, most elderly people
6	-2	60 lb.	Weak adolescent, frail middle-aged person
7	-2	70 lb.	Average adolescent, middle aged person
8	-1	80 lb.	Stronger adolescent or weak teen
9	-1	90 lb.	Average teen, somewhat weak adult
10	0	100 lb.	Average human being
11	0	115 lb.	Average human being, strong teen
12	+1	130 lb.	Adult with regular physical exercise
13	+1	150 lb.	Well toned adult or teen athlete
14	+2	175 lb.	Very strong teen or athletic adult
15	+2	200 lb.	Collegiate athlete
16	+3	230 lb.	Muscular athlete
17	+3	260 lb.	Professional strength-related sports player
18	+4	300 lb.	Weightlifter, Olympic athlete
19	+4	350 lb.	Possible only through advanced training or cybergear
20	+5	400 lb.	Possible only through advanced training or cybergear
21	+5	460 lb.	Possible only through advanced training or cybergear
22	+6	520 lb.	Possible only through advanced training or cybergear
23	+6	600 lb.	Possible only through advanced training or cybergear
24	+7	700 lb.	Possible only through advanced training or cybergear
25	+7	800 lb.	Possible only through advanced training or cybergear

\*Maximum Lift is the maximum amount that a person with this strength score can lift over their heads without critically impairing their ability to move or act.

## Dexterity

Score	Modifier	Equivalent
3	-4	New-born Infant, indigent patient
4	-3	Extremely elderly person
5	-3	Most infants
6	-2	Weak elderly person or impaired patients
7	-2	Average elderly person
8	-1	Adult with slight motor control problems
9	-1	Slightly impaired patient
10	0	Average child
11	0	Average adult
12	+1	Nimble child or adult
13	+1	Person with some athletic training
14	+2	High School gymnast
15	+2	Successful professional hunter
16	+3	Collegiate gymnastic champion
17	+3	Professional dancer
18	+4	Olympic level fencer, archer, or gymnast
19	+4	Possible only through advanced training
20	+5	Possible only through advanced training
21	+5	Possible only through advanced training
22	+6	Possible only through advanced training
23	+6	Possible only through advanced training
24	+7	Possible only through advanced training
25	+7	Possible only through advanced training

## CONSTITUTION

When you get exposed to a new disease and have to resist it, when you run a marathon and do not want to pass out, and when you get shot and have no desire to die from shock, Constitution is the dominant statistic in these cases. The Constitution modifier affects hit points and Fortitude saving throws, making it very important for characters who wish to weather adverse conditions and keep on going. Extremely enduring characters usually have dense bodies and well-worn features, indicating their ability to get through just about anything.

## INTELLIGENCE

When you are faced with a logic puzzle, when you have to figure out the password to a security system, and when remembering your date's name means the difference between a good evening and a field test of the cup you are wearing, Intelligence is the dominant statistic. Intelligence affects starting languages and the number of skill points a character possesses, making it important for anyone with a speciality in technical or scientific fields. Intelligent characters tend to be college trained and speak eloquently.

## WISDOM

When you need to resist the allure of easy money because you know the job is going to be harder than advertised, when you try not to reveal your team's fallback point through the haze of truth serum, or when you have to remember from painful experience that you should always remember your date's name, Wisdom becomes the dominant statistic. Wisdom modifies certain Web programs, determines how quickly a character can adapt to the use of their cybergear, and Will saving throws. Characters with high Wisdom scores are easy to spot; they are the ones that get to live to old age.

## Constitution

Score	Modifier	Equivalent
3	-4	Premature Infant, intensive care child
4	-3	Sickly infant, intensive care adult
5	-3	Most infants and sickly children
6	-2	Sickly elderly persons
7	-2	Victims of debilitating diseases such as HIV or Polio
8	-1	People with weakened but not impaired immune systems
9	-1	Sickly adults
10	0	Average child
11	0	Average adult
12	+1	Adults who seldom get sick or catch 'the bug going around'
13	+1	Adults who get regular cardiovascular exercise
14	+2	People who 'have never been sick a day in their lives'
15	+2	Successful professional hunter
16	+3	Military Special Forces
17	+3	Decathlon athlete
18	+4	World-class marathon champion
19	+4	Possible only through advanced training or cybergear
20	+5	Possible only through advanced training or cybergear
21	+5	Possible only through advanced training or cybergear
22	+6	Possible only through advanced training or cybergear
23	+6	Possible only through advanced training or cybergear
24	+7	Possible only through advanced training or cybergear
25	+7	Possible only through advanced training or cybergear

**Intelligence**

Intelligence Score	Modifier*	Equivalent
3	-4	Mentally deficient child or adult
4	-3	Severe learning disabilities
5	-3	Autistic or mildly unaware persons
6	-2	Elderly people on heavy medication
7	-2	Adults with a slight mental impairment
8	-1	Adults with no formal education
9	-1	Elementary or high school drop outs
10	0	Average child
11	0	Average adult
12	+1	Solid High School education
13	+1	Solid High School education with honours
14	+2	College classes, Bachelor's degree
15	+2	College classes, some graduate work
16	+3	Master's degree
17	+3	Doctorate in an advanced field
18	+4	Recognised international authority in a technical field
19	+4	Possible only through advanced training or cybergear
20	+5	Possible only through advanced training or cybergear
21	+5	Possible only through advanced training or cybergear
22	+6	Possible only through advanced training or cybergear
23	+6	Possible only through advanced training or cybergear
24	+7	Possible only through advanced training or cybergear
25	+7	Possible only through advanced training or cybergear

\* Characters begin with as many languages (see the Skills chapter for more information about languages in a Cybernet campaign) as their native tongue plus their Intelligence modifier. Characters with an Intelligence penalty of -1 or -2 know their native tongue but cannot read or write it with any literacy. At -3 or more, a character can not reliably speak their native tongue and have difficult understanding it when it is spoken to them

Wisdom Score	Modifier	Equivalent
3	-4	New-born Infant,
4	-3	Extremely elderly person
5	-3	Most infants or 'dense' children
6	-2	Elderly person with Alzheimer's
7	-2	Teens with no concept of cause and effect
8	-1	Children or adults with 'no common sense'
9	-1	Slightly impaired elderly person
10	0	Average child
11	0	Average adult
12	+1	Focused child with a strong sense of responsibility
13	+1	An adult who learns from his mistakes
14	+2	Soldier trained to resist interrogation
15	+2	Monastic persons who place no value on materialism
16	+3	'Enlightened' adults (Zen Buddhist, theologians)
17	+3	Nearly unshakeable willpower
18	+4	Mind like a rock; virtually impossible to bend or break
19	+4	Possible only through advanced training or cybergear
20	+5	Possible only through advanced training or cybergear
21	+5	Possible only through advanced training or cybergear
22	+6	Possible only through advanced training or cybergear
23	+6	Possible only through advanced training or cybergear
24	+7	Possible only through advanced training or cybergear
25	+7	Possible only through advanced training or cybergear

## Charisma

Score	Modifier	Self Score	Equivalent
3	-4	1	Illiterate, unwashed, vile behemoth
4	-3	5	The same behemoth after a bath
5	-3	10	Constant crude, antisocial behaviour
6	-2	20	Rude, unattractive person
7	-2	30	Extremely unattractive person
8	-1	40	The average 'blind date'
9	-1	50	The average science fiction convention-goer
10	0	60	The same convention-goer after a bath
11	0	75	Adult with average looks and unremarkable personality
12	+1	90	Attractive person with abrasive personality
13	+1	100	Unattractive person with strong personality
14	+2	110	Very beautiful/handsome with a strong sense of self
15	+2	125	Immaculately groomed person with great social skills
16	+3	160	Beauty pageant winner
17	+3	180	Influential general or well-loved politician
18	+4	200	Indomitable personality and/or incredible good looks
19	+4	220	Possible only through advanced training or cybergear
20	+5	250	Possible only through advanced training or cybergear
21	+5	280	Possible only through advanced training or cybergear
22	+6	310	Possible only through advanced training or cybergear
23	+6	330	Possible only through advanced training or cybergear
24	+7	360	Possible only through advanced training or cybergear
25	+7	400	Possible only through advanced training or cybergear

## CHARISMA

When you have to impress an employer before you get the 'good' job, when you do not want your name smeared in the press because no one who knows you likes you, and when you really want to get a date with someone and your first impression has to be impeccable, Charisma becomes the dominant statistic. Charisma is as much force of personality as it is looks, but both are an important part of this ability score. Charisma modifies reaction checks and determines how much cyberwear a person can safely accept before they begin to suffer from Lasker's Disease (a condition where 'cybered' individuals become disassociated from humanity and develop sociopathic or psychopathic tendencies).

The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. In some cases, a test of one's ability doesn't involve luck. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, make opposed Strength checks.

For example, a webcrawler is trying to fix a webjack that has just been shot. She has no ranks in Repair, a skill which cannot be used untrained, but the Games Master decides that since she is carrying repair parts for the jack and it's a simple case of wire splicing, he will allow an Intelligence Check (the relevant key ability score for Repair) against an arbitrary DC of 15.

## ABILITY SCORE

### RELATED RULES

The following rules are based directly on a character's ability scores. As ability scores increase or decrease, these rules are also modified to match the new score unless otherwise stated. For instance, hit points increase fully with an improvement to a character's Constitution modifier but skill points only increase for character levels gained after an Intelligence modifier improvement.

### STATISTIC CHECKS

A statistic check is a d20 roll modified only by the relevant statistic's bonus or penalty. These checks are rare, as most actions in the Cybernet roleplaying game are dealt with through attack rolls, skill checks, and saving throws. Occasionally, however, an action will not have any other appropriate modifier and the Games Master will call for a statistic check to determine success. Untrained skill checks (which result when a character tries to use a skill he has no ranks in and can be used untrained) are effectively Statistic checks because the only modifier comes from the ability score involved.

Other Statistic Check Examples

Example Ability Check	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope or reloading a magazine in a single combat round	Dexterity
Holding one's breath	Constitution
Navigating an unknown city grid	Intelligence
Recognise a stranger you've seen before	Wisdom
Getting yourself noticed in a crowd	Charisma

**CARRYING CAPACITY**

A character's carrying capacity depends directly on the character's Strength score, as shown on Table: Carrying Capacity. Results above 23, the maximum attainable for a 20<sup>th</sup> level character who began with an 18 Strength and raised it all five times with his statistic increases., are given for certain animals and characters with robotic and cybernetic augmentation. Muscle grafting, full limb replacement and combat drugs that enhance a character's muscles can all provide permanent or temporary increases to carrying power and lifting ability.

If the weight of everything a Cybernet character is wearing or carrying amounts to no more than his or her light load figure, the character can move and perform any actions normally (though the character's speed might already be slowed by any body armour he or she is wearing). If the weight of the character's gear falls in his or her medium load range, the character is considered encumbered. An encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

An encumbered character performs as if his or her Dexterity modifier were no higher than +3. In addition, the character takes a -3 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armour penalty that may also apply. If the weight of a character's gear falls in his or her heavy load range, the character is considered heavily encumbered. A heavily encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Medium Load Speed Reduction

Previous Speed	Current Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.
50 ft.	40 ft.
60 ft.	50 ft.

Carrying Capacity

Strength	Light Load	Medium Load	Heavy Load
1	up to 3 lb.	4-6 lb.	7-10 lb.
2	up to 6 lb.	7-13 lb.	14-20 lb.
3	up to 10 lb.	11-20 lb.	21-30 lb.
4	up to 13 lb.	14-26 lb.	27-40 lb.
5	up to 16 lb.	17-33 lb.	34-50 lb.
6	up to 20 lb.	21-40 lb.	41-60 lb.
7	up to 23 lb.	24-46 lb.	47-70 lb.
8	up to 26 lb.	27-53 lb.	54-80 lb.
9	up to 30 lb.	31-60 lb.	61-90 lb.
10	up to 33 lb.	34-66 lb.	67-100 lb.
11	up to 38 lb.	39-76 lb.	77-115 lb.
12	up to 43 lb.	44-86 lb.	87-130 lb.
13	up to 50 lb.	51-100 lb.	101-150 lb.
14	up to 58 lb.	59-116 lb.	117-175 lb.
15	up to 66 lb.	67-133 lb.	134-200 lb.
16	up to 76 lb.	77-153 lb.	154-230 lb.
17	up to 86 lb.	87-173 lb.	174-260 lb.
18	up to 100 lb.	101-200 lb.	201-300 lb.
19	up to 116 lb.	117-233 lb.	234-350 lb.
20	up to 133 lb.	134-266 lb.	267-400 lb.
21	up to 153 lb.	154-306 lb.	307-460 lb.
22	up to 173 lb.	174-346 lb.	347-520 lb.
23	up to 200 lb.	201-400 lb.	401-600 lb.
24	up to 233 lb.	234-466 lb.	467-700 lb.
25	up to 266 lb.	267-533 lb.	534-800 lb.
26	up to 306 lb.	307-613 lb.	614-920 lb.
27	up to 346 lb.	347-693 lb.	694-1,040 lb.
28	up to 400 lb.	401-800 lb.	801-1,200 lb.
29	up to 466 lb.	467-933 lb.	934-1,400 lb.
+10	x4	x4	x4

A heavily encumbered character performs as if his or her Dexterity modifier were no higher than +1. In addition, the character takes a -6 encumbrance penalty on attack rolls and checks involving the following skills: Balance, Climb, Escape, Hide, Jump, Move Silently, and Tumble. This encumbrance penalty stacks with any armour penalty that may also apply. Finally, a heavily encumbered character's maximum running speed is his or her speed x3 instead of speed x4.

The figure at the upper end of a character's heavy load range is his or her maximum load. No character can move or perform any other actions while carrying more than his or her maximum load.

### Heavy Load Speed Reduction

Previous Speed	Current Speed
20 ft.	10 ft.
30 ft.	15 ft.
40 ft.	20 ft.
50 ft.	25 ft.
60 ft.	30 ft.

## LIFTING AND DRAGGING

A character can lift up to his or her maximum load over his or her head. A character can lift up to double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defence and can only move 5 feet per round (as a full-round action). A character can generally push or drag along the ground up to five times his or her maximum load. Favourable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

**Bigger and Smaller Creatures:** The figures on Table: Carrying Capacity are for Medium-size bipedal creatures. Larger bipedal creatures can carry more weight depending on size category: Large x2, Huge x4, Gargantuan x8, and Colossal x16. Smaller creatures can carry less weight depending on size category: Small x3/4, Tiny x1/2, Diminutive x1/4, and Fine x1/8.

**Quadrupeds:** Four legged creatures, such as horses, can carry heavier loads than characters can. Use these multipliers instead of the ones given above: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium-size x1.5, Large x3, Huge x6, Gargantuan x12, and Colossal x24. In the world of Cybernet, living horses are a rarity, but artificial horses and similar creatures are a high-ticket

commodity and would conform to this rule for Lifting and Dragging.

**Tremendous Strength:** For Strength scores not listed, find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

## INITIATIVE CHECKS

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).

If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a d20 for each combatant with the highest result going first. Reroll ties until there is a clear progression of actions. There are no simultaneous actions in OGL Cybernet. Someone is *always* faster on the draw.

## EXPERIENCE AND LEVEL ADVANCEMENT

Experience for advancing in level rests in the hands of the Games Master. There are no hard and fast rules for awarding experience in a game of Cybernet, however, typically characters should gain between 400 and 600 experience points per four to eight hour game session. Particularly combat-intensive sessions and the conclusion of a story or story arc should reward the characters with increased experience for their successful endeavours.

When a character advances in level, they gain the benefits of the next level in whichever class they choose to advance in. See page 44 for rules on multiclassing characters.



# CYBERNET CHARACTERS

Ability scores are the foundation of a Cybernet character, but just like a house, a foundation alone is less than useful. There is still the frame to build and the walls to hang. That part is given here, in the occupations and character classes that make up the majority of the character creation process. After this, feat and skills are the furnishings that make a house a home and make a character complete.

This stage of the creation process involves two major choices. First, decide on an appropriate occupation for the character, something he or she has been doing regularly enough to have developed skills related to the job. Then, choose a character class that best fit the kind of training and abilities that the character relies on during his occupation and when he or she is out doing the kind of things that get people labelled as 'anti-social'. These two choices, once made, cannot be changed, so a great deal of care should be taken while making them. Players can make them in any order desired; some may find it easier to choose class before occupation or vice-versa.

Because certain occupations and character classes may have an effect of reputation, see the Fame, Fortune, and Other Hazards of Having a Life chapter for more information on this aspect of the rules. Once occupation and character class are chosen, add together the Reputation modifiers of both and record those as the character's starting Reputation. Feats and skills may affect this value, and the Reputation score continuously fluctuates during game play, so recording this value in a non-permanent way is recommended.

Occupations and character classes also provide a Wealth bonus modifier, which augments the Wealth statistic as given in the Fame, Fortune, and Other Hazards of Having a Life chapter. Add these together as noted above with Reputation and record the value, also non-permanently as the score changes with the successful missions and near fatal fiascos that define the life of a cyberpunk.

## OCCUPATION

A Cybernet character may hold many other jobs as his or her career and the campaign unfolds, but the benefits of a starting occupation are only applied once at the time of character creation. After this, any job held down by a character is a matter of role-playing and skill development only.

Two days and a lot of med-paks later, Rip was looking through data files on a wrist top while Hellcat chattered incessantly over her frothed latte. 'I am telling you, Rip. We can't just let this go. They are dragging us through the sludge on this and it ain't right. They are gonna make a wad on the contracts alone just by slinging this... this...'

'Truth?' Rip interjected. He paused the read out with a thought and looked up at the hyper hacker. 'You mean the truth about how we went into that corp with six and came out with two? Or maybe it was the bit about how we didn't sleep a single one of them while we were ducking shells and running for our lives?' Giving her the look that meant he was through with the conversation, Rip turned back to his display and started running numbers again.

As always, that never worked. 'Yeah, sure, but they aren't talking about us jacking their employer for everything they had in their frame, now are they? The Takomas are making us sound like amateurs, Rip! We have got to do something!' Sip.

Without bothering to look up this time, Rip nodded. 'You are right about that, and if you would let me get back to what I'm doing, bit bug, I'll 'do something' a whole lot faster. His words sparked some interest in the lanky hacker and got her up out of her chair and over beside his arm in a hurry. He had been hoping it would shut her up, but no such luck.

'Really? Great. What's the sitch then, 'slinger?'' She pushed her head in his way and blocked his view of the wrist top. 'Oh! Looking through new talent, huh? Great idea. We gear up and get some more bodies on our side and then...' She ducked back and looked puzzled. 'And then what?'

Rip punched the power off on his wrist and stood up. 'Then, my dear Hellcat, we go steal an assault tank to match the MilSec driver I just hired. After that, we pay Takoma HQ a little social call... with howitzers.'

Below her mirror shades, with her lips streaked in cocoa-dusted foam, the pretty comp-jockey looked much more a Cheshire cat than a hell cat as she followed him out.

Many starting occupations have a prerequisite that the character must meet to qualify for the occupation. Each occupation provides a number of additional permanent class skills that the character can select from a list of choices. Once selected, a permanent class skill is always considered to be a class skill for the character. If the skill selected is already a class skill for the character, he or she gains a one-time competence bonus for that skill.

Some starting occupations provide a Reputation bonus or a bonus feat (in addition to the two feats a 1st-level character already receives). Finally, a starting occupation increases the character's Wealth bonus. This bonus is added to a roll of 2d4 and recorded as the character's total Wealth score. This number may be modified further; see the Fame, Fortune, and Other Hazards of Having a Life chapter for details.

Choose one occupation from the available selections and apply the benefits to the character as noted in the occupation's description.

## ACADEMIC

Academics include librarians, archaeologists, scholars, professors, teachers, and other education professionals. In the world of Cybernet, these tend to be the privileged few allowed to maintain such an occupation in a world filled with instant information access and massive data files instead of librarians.

**Prerequisite:** Age 23+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Decryption, Gather Information, Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, tactics, technology, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

**Wealth Bonus Increase:** +3.

## ADVENTURER

Adventurers is the catch-all category for adrenaline addicted cybernetters with no other job and no inclination to have one. These characters are

hooked on the thrill of being illegal and getting away with it.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (arcane lore, streetwise, tactics, or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury.

**Bonus Feat:** Select one of the following: Archaic Weapons Proficiency, Brawl, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## ATHLETE

Athletes include amateur athletes of Olympic quality and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters, and those who engage in any type of competitive sport. Even in the dark future, people need their bread and circuses.

**Prerequisite:** Strength 13 or Dexterity 13.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Jump, Ride, Swim, Tumble.

**Bonus Feat:** Select either Archaic Weapons Proficiency or Brawl.

**Wealth Bonus Increase:** +2.

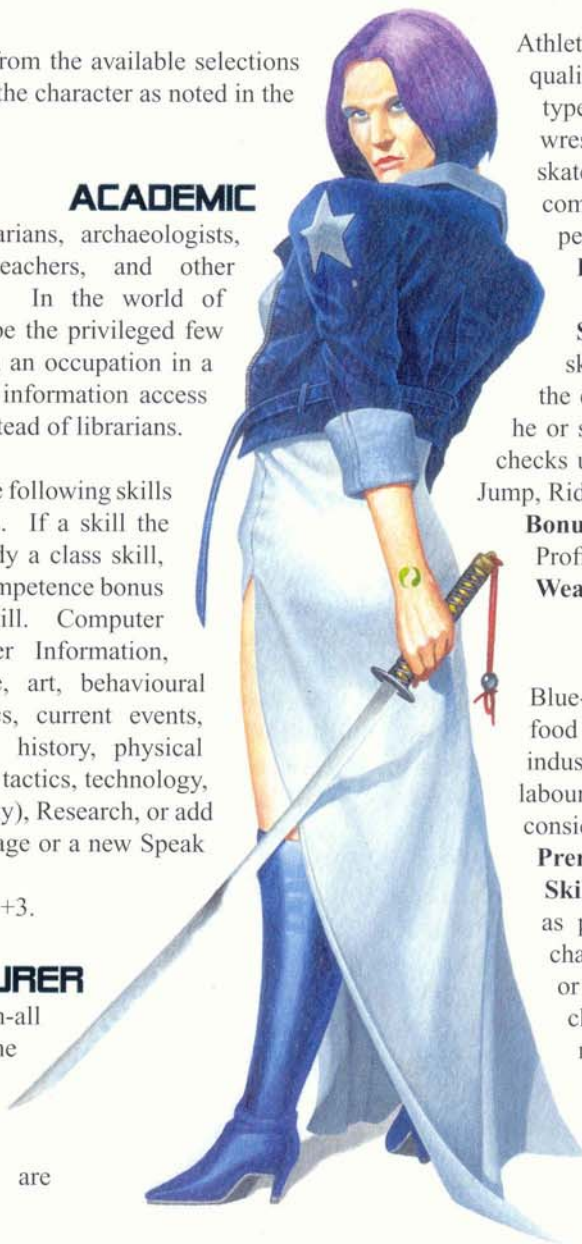
## BLUE-COLLAR

Blue-collar occupations include factory work, food service jobs, construction and service industry jobs, hovertaxi drivers, by-the-hour labourers, and other jobs that are usually not considered to be desk jobs.

**Prerequisite:** Age 18+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (electronic, mechanical, or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride.

**Wealth Bonus Increase:** +2.



## CELEBRITY

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Actors, entertainers of all types, glam-rockers, newscasters, Web radio and television personalities, and others fall under this starting occupation.

**Prerequisite:** Age 15+, Charisma 13+.

**Skills:** Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Craft (visual art or writing), Etiquette, Disguise, Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments).

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +4.

## CREATIVE

The creative starting occupation covers artists of all types who turn their talent for creative pursuits into a career, a rare accomplishment in the individuality-crushing oppression of Cybernet. Digital illustrators and graphic artists, e-novelists and Webzine columnists, sculptors, game designers, and musicians fall under this occupation.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Computer Use, Craft (visual arts or writing), Disguise, Forgery, Knowledge (any creative subtype), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Spot.

**Wealth Bonus Increase:** +2.

## CRIMINAL

This illicit and very common starting occupation reveals a background from the wrong side of the law. This occupation includes con artists, burglars, thieves, crime family soldiers, gang members, bank robbers, illegal Webcrawlers, and other types of career criminals.

**Prerequisite:** Age 15+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Disable Device, Disguise, Forgery, Escape, Gambling, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency (see Wealth Bonus for another option).

**Wealth Bonus Increase:** +1. Alternatively, a Criminal can forego the free occupational feat to gain a Wealth bonus of +3.

## DILETTANTE

Dilettantes usually get their wealth from family holdings and trust funds. The typical dilettante has no job, few responsibilities, and at least one driving passion that occupies his or her inordinate amount of free time. In Cybernet, this 'occupation' is most common among politicians, the relatives of corporate executives, or the few independently wealthy families left on the planet.

**Prerequisite:** Age 18+.

**Skills:** Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Gamble, Intimidate, Knowledge (current events or popular culture), Ride, or add a new Speak Language.

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +6.

## DOCTOR

A doctor can be a physician (general practitioner or specialist), a surgeon, a cyberdoc, a geneticist, a psychiatrist, or from some other biological or cybernetic speciality.

**Prerequisite:** Age 25+, Intelligence 13+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (pharmaceutical), Computer Use, Medical, Knowledge (behavioural sciences, earth and life sciences, or technology), Search.

**Wealth Bonus Increase:** +4.

## EMERGENCY SERVICES

Rescue workers, fire-fighters, paramedics, hazardous material handlers, and emergency medical technicians fall under this category. In the dangerous world of Cybernet, these professionals work very, very hard.

**Prerequisite:** Age 18+, Constitution 13+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Computer Use, Drive, Jump, Knowledge (behavioural sciences, earth and life sciences, or technology), Search, Treat Injury, Swim.

**Wealth Bonus Increase:** +2.

## ENTREPRENEUR

Entrepreneurs have the unique position in the dark future of being their own boss. They believe in themselves, have an abundance of confidence, and the ability to acquire the funds necessary to bankroll their newest moneymaking venture. Corporations nurture this occupation by leaving just enough room in the system for them to grow before buying them out when they begin to taste success.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Etiquette, Gamble, Knowledge (business, current events, or technology).

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +4.

## INVESTIGATIVE

There are a number of jobs that fit within this occupation, including investigative reporters, private investigators, police detectives, criminologists, and others who use their skills to gather evidence and analyse clues. Most are employed by corporations, but a few operate independently at great risk to themselves and any client desperate enough to hire them.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks made with that skill. Computer Use, Forgery, Gather Information, Investigate, Knowledge (behavioural sciences, civics, earth and life sciences, or streetwise), Research, Search, Sense Motive, Spot.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +2.

## LAW ENFORCEMENT

Law enforcement personnel include uniformed police, state troopers, federal police, federal agents, SWAT team members, and military police. In the world of Cybernet, one of the hardest roles to play is that of an honest cop.

**Prerequisite:** Age 20+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Etiquette, Drive, Gather Information, Intimidate, Knowledge (civics, streetwise, or tactics), Listen.

**Bonus Feat:** Select one of the following: Combat Martial Arts, Light Armour Proficiency, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## MILITARY

The military background covers any of the branches of the armed forces of the world, as well as the various elite training units such as special forces or service in one of the corporate armies.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class

skill, he or she receives a +1 competence bonus on checks using that skill. Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.

**Bonus Feat:** Select one of the following: Brawl, Combat Martial Arts, Light Armour Proficiency, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1. Corporate soldiers get a Wealth Bonus of +2 but must select the Corporate Sponsor feat as one of their two 1<sup>st</sup> level feats.

## RELIGIOUS

Ordained clergy of all persuasions, as well as theological scholars and experts on religious studies fall within the scope of this starting occupation. It is hard to believe in Heaven when Hell is right outside the church doors, but this occupation does not specifically require that faith accompany the cloth.

**Prerequisite:** Age 23+, Wis 10+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks made with that skill. Decryption, Knowledge (arcane lore, art, behavioural sciences, history, streetwise, or theology and philosophy), Listen, Sense Motive.

**Contacts:** 1 additional contact to reflect someone in the local community met during services.

**Wealth Bonus Increase:** +1.

## RURAL

Farm workers, hunters, and others who make a living in rural communities fall under this category. There are still a few farms on Earth in the dark future and corporate agridomes need labour as well.

**Prerequisite:** Age 15+, Strength 13+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Handle Animal, Repair, Ride, Survival, Swim.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## STUDENT

A student can be in high school, college, or graduate school. He or she could be in a seminary, a military school, or a private institution. A college or technical school student should also pick a major field of study. Corporations often sponsor a university in order to turn it into a recruitment ground for new employees, but there are a few independently funded colleges left in between the urban sprawls.

**Prerequisite:** Age 15+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Research.

**Bonus Feat:** Skill Focus in any of the skills listed above to reflect the student's field of speciality.

**Wealth Bonus Increase:** +1.

## TECHNICIAN/SCIENTIST

Scientists and engineers of all types fit within the scope of this starting occupation. Most technicians are employed by corporations, but there are a few who work for themselves or for groups that evade the acquisition networks of big business.

**Prerequisite:** Age 23+, Int 13+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (chemical, electronic, mechanical, or structural), Knowledge (business, earth and life sciences, physical sciences, or technology), Repair, Research.

**Wealth Bonus Increase:** +2.

Technicians with the Corporate Sponsor feat begin at +3, but this feat but be taken with one of the character's two 1<sup>st</sup> level feats.

## WHITE COLLAR

Office workers and desk jockeys, lawyers, accountants, financial advisors, tax preparers, clerks, sales personnel, and a variety of mid-level Corporate managers fall within the scope of this starting occupation. The faceless Corporate drones that walk the city-sprawls in the dark world of tomorrow are all White Collars by occupation.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer

Use, Etiquette, Knowledge (business, civics, physical sciences, or technology), Research.

**Wealth Bonus Increase:** +2.

## CYBERNET CHARACTERS

In the long shadows that fall between the skysrise buildings of the Megacorps and the dingy rowhouses of the chipped drones that work for them, there's a lot of room for heroes, villains, and the people who live somewhere in the middle. This the stage upon which Cybernet Players make or break their lives trying to make a little money and evade the long reach of the system while they enjoy it. Guns echo in the night and sirens blare from sunset to dawn, but the sounds are drowned out by the pounding of your own heart beat when the chips are down and everything rests on that next second, that last second of your life.

How that second is spent, and how all the hours and days before it happen, is determined by character class. A character class is the mold in which a character is formed, with each level representing a growing expertise in the things that individual has been trained to do. Whether experience comes from a lecture hall or the grimy streets of Beta City, the adage 'that which does not kill you makes you stronger' is exactly correct. With adversity comes expertise.

Classes start at first level, just like starting characters unless the Games Master rules otherwise. Every urban hero gets his start somewhere, and every ghost in the machine began as a data jockey with too much free time on her hands. With each new level, characters improve just a little. They get more hit points, they gain more skill points, and occasionally their combat abilities and saving throws bump up. Once in a while, their ability scores improve and they get another feat, a 'trick' that helps them out when they get behind the hammer and life tries to turn them into nails.



## THE CLASSES

There are six main classes in Cybernet. Every starting character chooses one of these to take at 1<sup>st</sup> level. Having a single level in a character class elevates Player Characters above the throng of humanity and places them in the unique position of just talented enough to make a difference and just noticeable enough that they will have a hard time living long enough to do it. It is a hard road, that of a Player Character in the world of Cybernet, but somebody has to do. Might as well be you.

Just keep in mind that you are not the only one who gets to take character class levels. The Unclassed might make up 98% of the planet, but you will generally be dealing with the other two percent. The Games Master can give his characters whatever classes at whatever level he deems appropriate, so being special is a long way from being unique. Other freelancers after the same contracts you want, corporate power players with the best bodyguards money can buy, and Webcrawlers retained by the Powers That Be to make sure that unauthorized access like yours

gets banned with extreme prejudice are out there, just waiting to make sure your next job is your last.

## THE UNCLASSSED

Virtually everyone who lives in the world of the dark future is an unclassified character, someone without even a single level in one of the main classes listed here. Unclassed characters are not recommended for Players to use in game, as their life expectancy is even shorter than someone with a character class and their skills are not nearly as well developed. The Unclassed are a Games Master tool only, a way for normal people to be generated quickly and easily without giving them so much detail that they overshadow the real point of a Cybernet game, the Player Characters.

Unclassed characters have standard statistics of one 14, one 12, three 10s, and an 8, placed wherever their role in

If there was a worse dive in all of Atlantica South, Rip did not know of one. The place's windows had already gone through the inevitable urban evolution from glass to wood to brick to plate steel and now were fine galleries of jet paint slogans announcing male prowess and women's comm. numbers. Rip jotted down a couple of the more promising ones on his wrist top and waited for Hellcat to get back with the drinks. He did not like cooling his heels in a dump like The Hole, but this place did have one thing going for it; the Meat Locker.

Cat sidled back to the table in her usual clubbing clothes, a black leather one piece and her ubiquitous red polyweave armour vest. In one hand, she had a couple of beer mugs, contents questionably dark, and in the other, a chrome key with a chip lock on its shank. With a grin, she set down the mugs and slid like a pro into her chair. 'We're in.'

Five minutes found the beer sitting, untouched, back at their table and Rip and Hellcat waiting to use the door to the Meat Locker. The bouncer slotted their key, checked the chip for payment, and let them use it to open the freezer door when it checked out. Inside, the temperature was no cooler than it had been in the rest of the bar – sweltering – and there were no dead animals to be found. This was called the Meat Locker because the back wall opened to reveal a second chamber behind a window of ballistic glass. There, people would wait to be interviewed for jobs by the kind of people who feel more comfortable behind ballistic glass... just like Rip and Hellcat.

The wall slid open and four chairs were revealed in a bright steel-sided room. Only one of them was occupied. A broad shouldered man with black hair pulled back with a steel ring wearing a floor length gunner's coat looked back through the window at them both. Rip looked at the man, then at Cat, then back at the man. 'There were supposed to be four of you,' he said into the speaker. From the way his eyes cut to Hellcat, the unspoken question was also intended for her.

She shrugged, but it was the man that answered. 'They had better things to do. You hiring or not?' His voice was slightly echoed and darkly vibrant, suggesting a very high quality vocorder, the sign of intensive throat reconstruction.

Rip nodded. 'We are. So, you have a name? What do you do?'

The man blinked once intentionally and arcs of extending memory glass sprang out of his temples, concealing his green eyes behind black shades. 'Jet.' As he spoke, a dozen tiny graphics appeared, dimly visible, on the inside of the dark lenses. Each one was a firing solution, pinpointing weak spots in the glass, every exit from the room, and his distance and angle to every viable target around him. 'I make people have better things to do.'

Rip stood up and hit the button that opened the window. 'You're hired.'

society dictates would be logical. They have 4 hit points and no saving throw bonuses beyond what their statistics might provide. The Unclassed are assigned an occupation and receive the bonuses listed from it. The Unclassed get 8 skill points, modified by +1 or +2 depending on their Intelligence, and can only spend these in any skill that they receive from their occupation. Unclassed get one additional bonus feat, not two as is standard for 1<sup>st</sup>-level characters.

- > **The Connection:** Somebody has to be the link between the street and the System; these are the Connections, people who buy and sell anything. From information to military hardware, connections deal in anything of value. Some are tools of the corporations, while others operate out of fast cars, back rooms, and the myriad alleyways of the dark sprawl.
- > **The Corporate:** Though it is hard to believe, not everyone wearing a suit is working for the system; at least not all the time. This class is appropriate for both dutiful office drones with more influence than the Unclassed would possess and for the few examples of their kind that fight against the tyranny of the Megacorps as often as their schedules allow.
- > **The Jacker:** Soldiers fight, Connections sell, and in between them, Jackers loot the spoils of war. Part thief, part anarchist, and all criminal, Jackers care less for the law than they do for privacy. In the shadows of the dark future, some Jackers turn on the System. A few do it to make a difference in their neighbourhoods, like Robin Hoods with shotguns, but most just do it because only the System has anything left worth stealing.
- > **The Soldier:** The future is violent, so sometimes you just have to be violent right back. The soldier class covers everyone from old troopers let go after a decade of brush wars to young tuffs with more muscle than sense running guns for their gang. If a character shoots more often than he thinks, he is probably a soldier.
- > **The Webcrawler:** Computers have changed a lot in very short period of time, leaving most people spinning out of control on the outer edge of their learning curves. Webcrawlers *get it*; they understand the new technology in a way that others do not. Able to use both invasive and non-invasive computers, webcrawlers are digital pirates on the high seas of information.
- > **The Professional:** This class is the category into which everyone else in the dark world of tomorrow falls if they do not count as anything else. Professionals are the scientists fed up with creating bioweapons for corporations to use on farmers in South America. They are the cops

who, fed up with the corruption in their precinct, got out to start their own private Investigation business. They are the rock stars who take on the same social injustice they scream against in their platinum selling albums.

Every class uses certain similar terminology. When reading about the capabilities of each class, keep the following terms in mind.

## HIT DIE

The die type used in classes to determine the number of hit points gained per level.

A player rolls one die of the given type each time his or her character gains a new level, with character's Constitution modifier being applied to the roll. Add the result to the character's hit point total. Even if the result is 0 or lower, the character always gains at least 1 hit point. A 1<sup>st</sup>-level character gets the maximum hit points rather than rolling (although the Constitution modifier is still applied).

## CLASS SKILLS

This section of a class description provides a list of class skills and also gives the number of skill points the character starts with at 1<sup>st</sup>-level and the number of skill points gained each level thereafter. A character's Intelligence modifier is applied to determine the total skill points gained each level (but always at least 1 point per level, even for a character with an Intelligence penalty).

A 1<sup>st</sup>-level character starts with 4 times the number of skill points he or she receives upon attaining each level beyond 1<sup>st</sup>. The maximum ranks a character can have in a class skill is the character's level +3.

A character can also buy skills from other classes' skill lists. Each skill point buys a half rank in these cross-class skills, and a character can only buy up to half the maximum ranks of a class skill.

## STARTING FEATS

The feats gained at 1<sup>st</sup> level in the class. In Cybernet, these are feats in addition to the two bonus feats gained at character creation and the bonus feat, if any, provided by a character's chosen occupation. If a feat chosen at this time has a prerequisite, it must be met by the statistics, other feats, talents, and/or skills available to the character at first level. For instance, if a Player is building a soldier character and wishes to choose Rapid Shot, he may do so if he also takes Point Black Shot as one of his other first level feats or selects it by taking the Gunman soldier talent (as Point Blank Shot is the prerequisite for Rapid Shot).

## CLASS TABLE

This table details how a character improves as he or she attains higher levels in the class. It includes the following information.

- > **Level:** The character's level in the class.
- > **Base Attack Bonus:** The character's base attack bonus and number of attacks.
- > **Fort Save:** The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.
- > **Ref Save:** The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.
- > **Will Save:** The base save bonus for Will saving throws. The character's Wisdom modifier also applies.
- > **Class Features:** Level-dependent class features, each explained in the section that follows.
- > **Defence Bonus:** The character's bonus to Defence. The character's Dexterity modifier and equipment bonus also applies.
- > **Reputation Bonus:** The character's base Reputation bonus.

### Experience and Level Dependent Benefits

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Increases
1st	0	4	2	1st, 2nd	-
2nd	1,000	5	2.5	-	-
3rd	3,000	6	3	3rd	-
4th	6,000	7	3.5	-	1st
5th	10,000	8	4	-	-
6th	15,000	9	4.5	4th	-
7th	21,000	10	5	-	-
8th	28,000	11	5.5	-	2nd
9th	36,000	12	6	5th	-
10th	45,000	13	6.5	-	-
11th	55,000	14	7	-	-
12th	66,000	15	7.5	6th	3rd
13th	78,000	16	8	-	-
14th	91,000	17	8.5	-	-
15th	105,000	18	9	7th	-
16th	120,000	19	9.5	-	4th
17th	136,000	20	10	-	-
18th	153,000	21	10.5	8th	-
19th	171,000	22	11	-	-
20th	190,000	23	11.5	-	5th

## CLASS AND LEVEL BONUSES

An attack roll or a saving throw is a combination of three numbers, each representing a different factor: a random element (the number you roll on the d20), a number representing the character's innate abilities (the ability modifier), and a bonus representing the character's experience and training. This third factor depends on the character's class and level. Each class table summarises the figures for this third factor.

### BASE ATTACK BONUS

Check the table for your character's class. On an attack roll, apply the number from the Base Attack Bonus column to the d20 die roll. Use the bonus that corresponds to the Character's level. Numbers after a slash indicate additional attacks at reduced bonuses: '+12/+7/+2' means that a character of this level makes three attacks per round, with a base attack bonus of +12 for the first attack, +7 for the second, and +2 for the third. Ability modifiers apply to all these attacks.

When a character's base attack bonus reaches +6, he or she is entitled to make an extra attack at a +1 base attack



bonus. However, if the character's attack bonus reaches +6 or higher because of modifiers, the character does not get this extra attack.

For example, a 6th-level Jacker has a base attack bonus of +4. When using a pistol or other ranged weapon, she adds her Dexterity modifier. Even if this increases her attack bonus to +6 or higher, she does not gain an additional attack. For these purposes, only the base attack bonus counts. If a character has more than one class, add the base attack bonuses for each class together to determine the character's base attack bonus. (See the Multiclass Characters section for an example.)

## BASE SAVE BONUSES

Check the table for your character's class. It lists the base saving throw bonuses for the three types of saves: Fortitude, Reflex, and Will. Use the bonuses that correspond to the character's level. If a character has more than one class, add the base save bonuses for each class to determine the character's base save bonuses. (See the Multiclass Characters section for an example.)

## LEVEL-DEPENDENT BENEFITS

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. The following table summarises these additional benefits.

*XP:* This column shows the experience point total needed to achieve a given character level.

*Class Skill Max Ranks:* The maximum number of ranks a character can have in a class skill is equal to his or her character level +3. A class skill is a skill associated with a particular class. Class skills are listed in each class description in this chapter.

*Cross-Class Skill Max Ranks:* For cross-class skills (skills not associated with a character's class), the maximum number of ranks is one-half the maximum for a class skill. Maxing out a cross-class skill costs the same amount of points as buying the maximum rank in a class skill. (For example, at 1<sup>st</sup>-level, a character can pay 4 points for 4 ranks in a class skill, or spend the same 4 points for 2 ranks in a cross-class skill.) The half ranks (.5) indicated on the table don't improve skill checks; they simply represent partial purchase of the next skill rank and indicate that the character is training to improve that skill.

*Feats:* This column indicates the levels at which a character gains feats (two at 1<sup>st</sup>-level, one more at 3<sup>rd</sup> level, and one more at every 3<sup>rd</sup> level thereafter). See the Feats Chapter for feat descriptions.

*Ability Increases:* This column indicates the levels at which a character gains ability score increases. Upon attaining 4<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup>, and 20<sup>th</sup> level, a character increases one of his or her ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent. For multiclass characters, feats and ability score increases are gained according to character level, not class level. Thus, a 3<sup>rd</sup>-level Connection/1<sup>st</sup> level Soldier is a 4<sup>th</sup>-level character and eligible for her first ability score boost.

For example, a Corporate with a starting Charisma of 16 intending to move up the promotion ladder might improve to Charisma 17 at 4<sup>th</sup> level. At 8<sup>th</sup> level, the same character might improve Charisma again (from 17 to 18) as this would increase his ability modifier for Charisma to +4. This will occur even if the Corporate has been moonlighting between 4<sup>th</sup> and 8<sup>th</sup> level and is a 6<sup>th</sup> level Corporate/2<sup>nd</sup> level Connection.

## CLASS FEATURES

This entry details special characteristics of the class, including bonus feats and unique talents that are gained as a character attains higher levels in the class.

## UNIQUE ABILITY

Each character class gets a unique ability, printed in bold text, that only comes from taking the 1<sup>st</sup> character level in that class. Characters who multiclass into the class do not receive its unique ability, as it is typically the result of years of training and experience. The connection's Greed Kills is an example of a unique ability. There is no way to purchase unique abilities after 1<sup>st</sup> level; each character gets the unique ability of his first character class and cannot gain another.

## TALENTS

Every basic class offers a selection of talents to choose from. A character gains a talent upon attaining each odd-numbered level in a class (including 1<sup>st</sup> level). Talents are considered to be extraordinary abilities. Some talents have prerequisites that must be met before a character can select them. Characters may use available feat selections to take talents they qualify for, but only in the same character class as the one they just advanced in to get the feat in the first place. Level prerequisites listed for talents refer to the character's total level as opposed to specific levels in the class associated with the talent unless otherwise specified. As with all skill prerequisites, any number listed with a skill is the number of true ranks *before* any statistic or other modifiers.

## BONUS FEATS

Every basic class offers a selection of bonus feats to choose from. A character gains a bonus feat upon attaining each third level, i.e. at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, and 18<sup>th</sup> level. These bonus feats are not dependent on which class the character has progressed in; they are given whenever the character's total level reached the specified value. Some feats have prerequisites that must be met before a character can select them. Bonus feats given from occupations, character classes, and the two chosen at first level count towards these prerequisites normally.

## EDGE DICE

The character tables also list the number of Edge Dice a character receives and their side value such as d4 or d6. These are explained more thoroughly in the Combat chapter concerning melee and ranged combat, various rules for hazardous environments and effect, and the adjudication of Edge Dice. Simply record the relevant information for the character's Edge Dice on the character sheet and refer to these rules as needed.

## THE FIRST LEVEL

The first level of any Cybernet character is the most important one you will ever take. It sets your starting hit points, your initial skills, and provides the feats and talents that will form the basis of what your character can do and how well he does it. Some characters will be easy to choose the first level for; a gunslinger is obviously a soldier and a back alley fence is a Connection pure and simple. But what about an ex-cop who left his job to track down computer criminals without the corrupt system stopping him? Is her a Professional or a Webcrawler?

That's where background stories come in. Before you create a character, take a minute to consider who he is and why he does what he does in the dark. If the ex-cop just quit and is getting into the computer crime business in game, he is probably a Professional (or even a Soldier if he was part of a SWAT team). If he has been at it for a couple of years and is getting pretty good at Web tracking, he might be better built as a Webcrawler. The choice is yours, and such a character can work well either way, but his abilities will be directly affected by the decision you make at first level.

## THE CONNECTION

Connections are a vital link in the chain that both binds the world to the whim of the corporations and provides the only avenue of relief from their stranglehold. Connections get goods no one else can and sells them in ways that no one else would survive. For a connection

to be successful, he needs to be quick, slick, and think- quick enough to get away from irate 'suppliers', slick enough to make a sale when twenty other connections are hocking the same wares down the street, and think enough to survive the occasional customer who tries to pay in lead.

## WHO ARE THEY?

Connections range from street thugs with a car boot load of stolen meat patties to high market traders who spend more time making silent deals with clients in the shadows than they do in the board room discussing stock options. They are fences sitting in restaurant booths with Italiospanic accents and credit cards slipped under plates of cannelloni. Connections make deals, hook people up with other customers, and know who to see about any problem. They have dozens of 'friends' and just as many enemies. If you need a box of milspec ammo, you go to a connection. If you need to have someone burn through a clip of it for you, you go to a connection. They are the ultimate middleman.

## WHAT DO THEY DO?

Connections spend most of their time either setting up deals, getting paid for deals that go through, or scrounging up goods to make deals with. Goods can range from information about new business deals in the corporate sector to boxes of the latest Victim ED that 'fell off of a truck'. Connections rarely steal anything themselves, though drastic times call for drastic measures and it is the rare connection that does not know how to boost a window or hotwire a new ride. At the end of the day, connections count their money, shake a lot of hands, and go to sleep with a gun under their pillow. If they ever have to use it, they can, but they normally leave combat up to others.

## HOW DO THEY DO IT?

The world connections live in calls for a varied and colourful set of abilities. Connections, like their street name implies, do most of their business through knowing people and being able to call on favours when the need arises. Connections have social skills because there are hundreds of them in any given megaplex and they have to draw in and keep customers somehow. They are just stealthy enough to evade the police and just flashy enough to attract new clients.

## CLASS INFORMATION

**Hit Die:** 1d8

**Class Skills:** The Connection's class skills (and the key ability for each skill) are: Bluff (Cha), Etiquette (Cha), Drive (Dex), Forgery (Int), Gather Information (Cha),

Knowledge (appraisal, current events, popular culture, and streetwise) (Int), Profession (Wis), Repair (Int), Sense Motive (Wis), and Tumble (Dex). Also, the connection's starting occupation selected can provide additional class skills to choose from.

**Skill Points at 1st Level:** (7 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 7 + Int modifier.

## STARTING FEATS

In addition to the two feats all characters get at 1<sup>st</sup> level, a Connection begins play with Simple Weapons Proficiency and the Bug Out feat.

## CLASS FEATURES

The following are class features of the Connection.

### Greed Kills... But Not Today (Unique Ability – Connections)

Connections who take this class at first level gain two abilities. They can reroll Wealth checks without having to wait any length of time as opposed to the number of hours equal to the Purchase DC of the attempted item like other characters. Also, connections can Aid Another on Wealth checks without suffering a +1 reduction to their own Wealth scores *unless* the other character fails the check. If this occurs, the connection still suffers the loss.

### Talent Choice

At 1st, 3rd, 6th, and 9th level, the connection selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the character qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless specifically noted.

## Acquisitions Talent Tree

A connection can use his Wealth score and his Charisma modifier to acquire goods that his personal wealth could never afford and much faster than shopping would normally take. The rarer or more heavily guarded an item is, the harder it will be for a connection to lay hands on it, but for a price, anything can be arranged. Any use of these talents costs the connection 1 point of Wealth for each request, paid when the item is delivered to him and the request is fulfilled, and the connection can spend a point of Wealth to lower the Purchase DC of a desired item. This can only occur if the item is the only outstanding item requested, no other items can be requested while the item is being delivered, and the decrease to the connection's Wealth happens immediately after the connection receives it.

- > **Blue Light Specials:** As long as the Connection is 'requesting' items with a Purchase DC below his own Wealth score, they only take 1d4 hours to acquire and the connection can have as many requests active as his Charisma bonus. As soon as an item is acquired, the connection can immediately make another request without limit. This is considered shopping, but the connection does not have to do it himself. This ability does not work with items that have a restriction rating.
- > **Open Warehouses:** The connection's contacts can now get him anything with a restricted or license restriction level if its Purchase DC before the restriction is less than his Wealth score. Doing this does not raise the Purchase DC but the connection will have to make a Wealth check as normal to 'purchase' the item with a natural 1 always failing the roll. Just as with Blue Light Specials, this ability takes only 1d4 hours to complete but a connection can only have one request for a restricted (not 'license') level item at

## The Connection

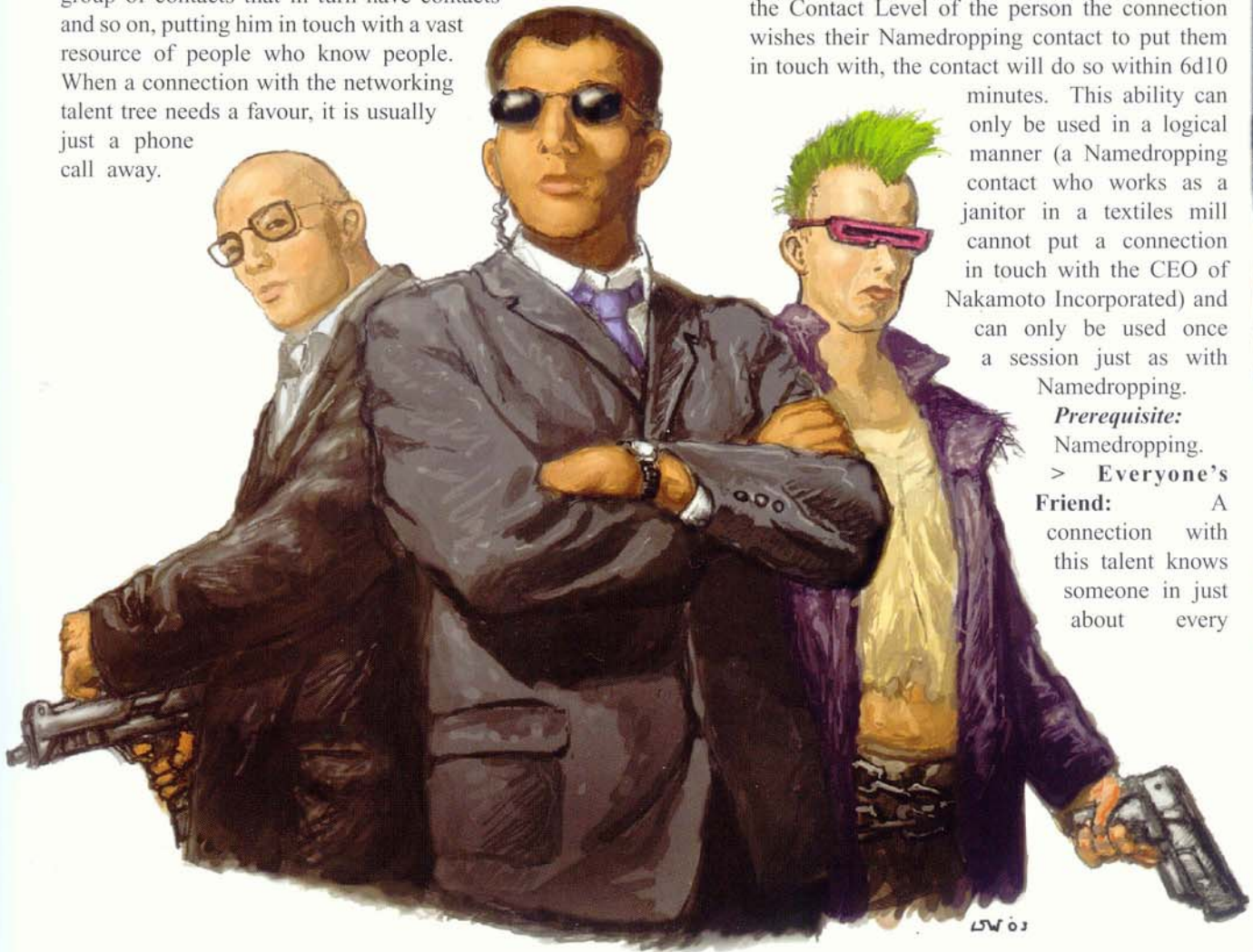
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+1	+1	Talent, Greed Kills	+1	+0	1 (d4)
2nd	+1	+0	+2	+2	Prime Contact	+2	+0	1
3rd	+2	+1	+2	+2	Talent Choice	+2	+1	2
4th	+2	+1	+2	+2		+3	+1	2 (d6)
5th	+3	+1	+3	+3	Prime Contact	+3	+1	2
6th	+4	+2	+3	+3	Talent Choice	+3	+2	3
7th	+4	+2	+4	+4		+4	+2	3 (d8)
8th	+5	+2	+4	+4	Prime Contact	+4	+2	3
9th	+6/+1	+3	+4	+4	Talent Choice	+5	+3	4
10th	+6/+1	+3	+5	+5	Cornered Market	+5	+3	4 (d10)

any one time. *Prerequisite:* 3<sup>rd</sup> level, Blue Light Specials.

- > **The Connection Shopping Network:** If it exists, a connection can get ahold of it. The Open Warehouses ability now works with military and illegal level items, but the connection must still have a Wealth score equal to or above the item's Purchase DC. Connections with this talent can now have as many requests for items of restricted or lower level outstanding as his Charisma bonus +2, up to two requests for military level items, and one illegal level item; these can all be simultaneous if the connection so desires, but he can never have more requests outstanding than he has levels in the connection class. *Prerequisites:* 6<sup>th</sup> level, Open Warehouses.

### Networking Talent Tree

A connection can use his Charisma score to develop a group of contacts that in turn have contacts and so on, putting him in touch with a vast resource of people who know people. When a connection with the networking talent tree needs a favour, it is usually just a phone call away.



Connections learn quickly that contacts are not necessarily friends and favours have a way of arranging to be repaid some day.

- > **Namedropping:** Once per game session (or every four full hours of game play for extremely long sessions), the connection Player can simply claim to have a contact regarding any situation at hand. If he can succeed at making a Charisma check equal to the Contact level of the person desired (Contact Levels are detailed in the Fame, Fortune, and Other Hazards of Having a Life chapter), the person exists and can be used immediately. Connections should keep track of people 'created' through this ability as they become an instant part of their network.
- > **The Old Boys Network:** The contacts created through Namedropping do not provide contacts past them to the connection, but with this talent, they do. By making a Charisma check based on the Contact Level of the person the connection wishes their Namedropping contact to put them in touch with, the contact will do so within 6d10

minutes. This ability can only be used in a logical manner (a Namedropping contact who works as a janitor in a textiles mill cannot put a connection in touch with the CEO of Nakamoto Incorporated) and can only be used once a session just as with Namedropping.

*Prerequisite:*  
Namedropping.

- > **Everyone's Friend:** A connection with this talent knows someone in just about every

social circle and can drop names and ‘talk shop’ with anyone given a chance. As a standard action that requires the ability to speak and be seen clearly, the connection can make a Bluff check and substitute the result of that roll for a Reputation test. This enhanced Reputation lasts as long as the connection continues to interact directly with the people affected by it and ends ten minutes after he leaves their line of sight. *Prerequisites:* 6<sup>th</sup> level, Charisma 16+, Namedropping

### Freewheeling Talent Tree

Connections that stay still too long die young. While they are not always in the market of illegal materials, connections do have a problem with authority figures from time to time. These talents will not let him fight his way out of a dead end, but they will keep him from getting caught in one. Being on the move can keep enemies at a distance and the next big score in reach.

- > **Time to Motor:** Well honed reflexes dealing with police, corporate thugs, and gangers defending their turf from unwanted poaching allow the connection to get out of trouble at the drop of a combat helmet. As long as a connection is within 60 feet of an unlocked vehicle he can start without having to hotwire, he can move that distance, get into the vehicle, start it, and drive ten feet all as a charge action. *Prerequisite:* Dexterity 12+, Bug Out.
- > **Running and Gunning:** Many of the people a connection would normally avoid are not too keen on letting him go, calling for some aggressive persuasion on his part to get away. While driving a car, motorcycle, or other vehicle, the connection can steer with one hand and shoot with the other. This kind of attack suffers a -2 penalty, but does not suffer the usual off-hand attack penalty that it normally would, nor does it require the Drive By feat. *Prerequisite:* 3<sup>rd</sup> level.
- > **Cannonballing:** Connections do not stop for anything once they get moving. Those with the Cannonballing talent do not suffer the usual penalties associated with manoeuvres made while moving over a certain speed. In addition, collisions do half damage to a vehicle driven by a Cannonballer. *Prerequisites:* 6<sup>th</sup> level, Offensive Driving.

### Prime Contact

When a connection gains this ability at 2<sup>nd</sup>, 5<sup>th</sup>, and 8<sup>th</sup> level, he may choose a contact from any walk of life he has been exposed to during play and add him immediately to his list of permanent contacts. The Contact Level of this choice may be as high as the character’s current connection class level + his Charisma modifier (which may result in a reduction) + 5.

### Cornered Market

Connections develop, over the course of their highly suspect careers, a market speciality. When making Purchase checks for, rolling against Contact Levels for people related to the manufacture, sale, or maintenance of, or making appraisal skill checks regarding items in his Cornered Market, the connection gets to add his Charisma bonus (again, in the case of Contact Level checks). When making Reputation tests against people related to his Cornered Market, he may reroll a failed test after one minute of ‘talking shop’ with the people he is trying to impress.

## THE CORPORATE

Corporations run the world; it really is as simple as that. What they do not own directly, they control through the government and the police force, both of which function as little more than branch offices of the megacorps. With that kind of power and influence, it is little wonder that many of the best and the brightest choose to side with them against the huddled masses of a world held hostage. Of course, people do not have to be despotic, corrupted tyrants in training to work for a corporation, but it usually helps.

### WHO ARE THEY?

Corporate is the slang term for anyone who has effectively ‘sold their soul’ for a chance to serve on the side of the line that takes from people as opposed to being taken. Businesses may run the world, but they cannot do it without manpower because while machines make be able to manufacture substandard cars that are little more than death traps on wheels, only a human being can swindle a customer into buying one. Corporates man the offices, send the faxes, create the ad campaigns, and embezzle the expense accounts that make the world go around.

### WHAT DO THEY DO?

Depending on who you ask, corporates do nothing. On the surface, it seems like a perfect life— coffee breaks and catered business meeting where people spend hours avoiding any real work to discuss ways to prevent other employees from doing the same. Looking deeper, that is still pretty much what it is, but there is another side to things. For every junior executive playing paper clip football in his penthouse office, there is an army of accountants, secretaries, and associates doing all the real work of keeping a corporation in operation.

These people have as many motives as they have names and not all of them have fully bought into the system. Some work behind their desks to make life a little easier for the rubes that their company swindles. Others make

## CLASS INFORMATION

Hit Die: 1d6

**Class Skills:** The Corporate's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (visual art, writing) (Int), Etiquette (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioural sciences, business, civics, current events, and popular culture) (Int), Profession (Wis), Sense Motive (Wis), and Spot (Wis). Also, the corporate's starting occupation selected can provide additional class skills to choose from.

**Skill Points at 1st Level:** (5 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 5 + Int modifier.

## STARTING FEATS

In addition to the two feats all characters get at 1st level, a Corporate begins play with Corporate Sponsor as a free feat and a single Contact within his own company at Contact Level 5.

## CLASS FEATURES

The following are class features of the Corporate.

### Acumen (Unique Ability – Corporates)

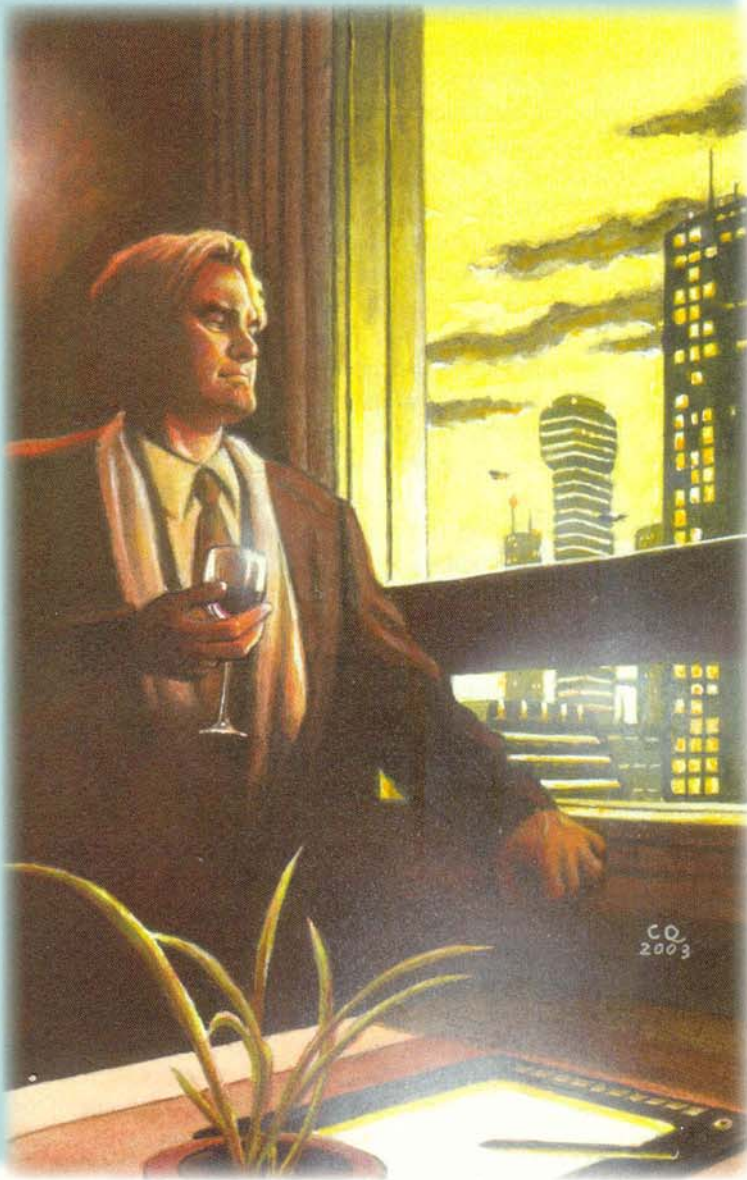
Corporates who choose this class as their first character level gain the ability to accurately predict business trends and capitalise on them in a variety of ways. Beginning at 2<sup>nd</sup> level when a corporate gains his first Edge Die, he may double the result of any Edge Dice spent to influence Knowledge (business) or Profession skill checks. He may also double Edge Dice results when making Wealth checks to purchase products made by his company or one of its legitimate affiliates.

### Wealth Bonus

In addition to the other methods of raising his Wealth score, a corporate gains an automatic one point increase at 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 9<sup>th</sup> level in this class. These increases stack with the once per level Profession check allowed to increase Wealth as noted in the Wealth section of the Fame, Fortune and Other Hazards of Having a Life chapter.

### Talent Choice

At 1st, 3rd, 5th, and 7<sup>th</sup>, the corporate selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the character qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless specifically noted.



sure that while the corporation thinks it is saving millions by ignoring safety standards, their cars are still being built with seat belts as standard equipment. It is not much of a rebellion, but it is a start.

## HOW DO THEY DO IT?

Charisma and wisdom are the names of the game where corporate life is concerned. A successful executive needs good enough social skills to chart his way through the unstable waters of big business and enough common sense to know when his ship is about to sink. Between the two skills, a corporate might just achieve enough longevity to make it to a comfortable middle management position that affords him enough access to make a difference without so much scrutiny from the head office that he does not dare attempt to do so. Leadership, knowledge, and knowing when to keep your head down are must-have skills in the business world of Cybernet.

## Networking Talent Tree

Corporates cannot exist in a vacuum, no matter how much some people would like to stick them in one to find out. In order to achieve market dominance, a business must have contacts around the globe with the right skills and strategies to move their products forward and maintain a constant presence in front of other competitors. Corporate characters are often relied upon to build just such a network and act as its hub on behalf of the corporation.

*This talent tree works exactly like the tree of the same name found under the Connection class description. Its levels count as prerequisites for those and vice versa.*

## Negotiation Talent Tree

Business is all about deal making and negotiating for every possible benefit on behalf of your company; every good corporate knows this. Some specialise in making sure that their social skills and corporate etiquette are up to the task of closing deals that shed the best possible light on their employers. Corporates with Negotiation talents are highly sought after by upper management and rewarded for their contributions with sizeable bonuses and other 'perks'.

- > **The Handshake:** No deal gets made in the halls of corporate power that does not begin and end with a handshake. Though it may sound strange, something as simple as a handshake can become a duel of business savvy and personal willpower that lets two corporates know in an instant which one of them will be walking away from the table smiling. Immediately upon meeting someone new or beginning formal discussions with a previous acquaintance, a corporate may opt for a

Handshake. If accepted, both parties roll Etiquette checks, adding the following additional modifiers- Strength bonus (maximum of +4), Intimidate (maximum of +5), Reputation bonus, and current number of edge dice. The winner enjoys a +2 circumstance bonus to all Charisma related checks until the conclusion of the social occasion. In situations where multiple Handshakes occur, only the highest check receives the bonus.

- > **Fine Print:** This talent relies on the leadership capabilities and persuasiveness of the corporate to ensure that contracts get signed that promise more than what was originally intended. After any contract is signed and accepted between the corporate and another party, the corporate can make a Etiquette check against a DC of 21. Success increases the monetary reward value of the contract by 1% for every point of the check above 20. There is no upper limit to this roll, but Edge Dice may not be spent unless the other side of the negotiations has used Edge Dice to affect the negotiations prior to closing. *Prerequisites:* 3<sup>rd</sup> level, 13+ Charisma, 5+ ranks in Knowledge (business), 5+ ranks in Etiquette.
- > **Binding Contract:** Anyone in the business world can tell you; it does not matter what it says in the contract if the person signing it does not follow through with his end. This talent allows a corporate to create contracts with clauses so binding, those who agree to them are forced to carry out their part through coercion, legal repercussions, and manipulative wording. Creating a binding contract requires a contested Etiquette check between the corporate and the primary party responsible for the other side of the deal. If the corporate wins this contest, he creates

## The Corporate

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+0	+1	Talent, <b>Acumen</b>	+1	+0	0
2nd	+1	+0	+0	+2	Wealth Bonus	+1	+0	1 (d4)
3rd	+1	+1	+1	+2	Talent Choice	+2	+1	1
4th	+2	+1	+1	+2	Wealth Bonus	+2	+1	2
5th	+2	+1	+1	+3	Talent Choice	+2	+2	2 (d6)
6th	+3	+2	+2	+3	Wealth Bonus	+3	+2	2
7th	+3	+2	+2	+4	Talent Choice	+3	+3	3
8th	+4	+2	+2	+4	Wealth Bonus	+3	+3	3 (d8)
9th	+4	+3	+3	+4	Wealth Bonus	+4	+4	3
10th	+5	+3	+3	+5	Industry Leader	+4	+5	4

a contract so binding, the other side must hold to their arrangement because breaking it would ultimately cost them more. If the corporate fails this roll, negotiations fall through and must be resumed the next day (or not at all, depending on how things have been going so far). Corporations value employees with the ability to do this; corporates gain a +2 bonus to their Wealth scores when they gain this talent. *Prerequisites:* 6th level, Fine Print.

### Scion of the System Talent Tree

Corporations rule the world and corporates are their representatives. As such, a corporate with the right combination of skill, political savvy, and force of personality can make the system work the way he wishes to from time to time. This kind of power can be very useful, but it can also be very corruptive. Corporates choosing to become Scions of the System to try and change it from the inside may come to embrace the very forces they wished to destroy.

- > **The Sign:** There are channels that people have to go through, like steering cars that make sure everyone is lined up nice and neat for the slaughter. After learning the Sign, street slang for knowing the right people to talk to and the right words to say to get past all the red tape that binds society, a corporate can expedite his own life and those of others. The corporate and as many friends as he has points of Wisdom bonus need only pay half their usual monthly utilities and the shopping time for any repairs or entertainment items (like season tickets for a hockey team) is reduced to a single hour.
- > **Improper Channels:** A corporate with the intimate knowledge of how society really works and how much power the corporations possess can use that information to get almost anything, given enough time. For purposes of Wealth checks made to purchase items without availability restrictions, the corporate is considered to have a Wealth score equal to its current rate +5. A corporate with this talent can also purchase military or illegal goods without the +5 bonus, but only through company channels. While these checks do not get affected by the usual restriction increase to Purchase DCs, they can also be tracked by the corporate's home office, something he may not wish to have happen. *Prerequisites:* Wisdom 13+, The Sign.
- > **Above the Law:** A corporate with this talent is effectively untouchable for lesser crimes and will not suffer arrest or interrogation for anything short of premeditated murder. There may be ramifications from the character's corporate

sponsor if he gets 'pardoned' in this way for more crimes than he has points of Reputation modifier, but until then, he is literally above the law. Rank hath its privileges, it would seem. *Prerequisites:* 6<sup>th</sup> level, Reputation 3+, Improper Channels.

### Trademark

At the pinnacle of his business career, the corporate can now choose to split off from his current corporation and go into business for himself. This choice immediately drops his Reputation score by 1, costs him half his Wealth score, and removes the free contact gained at 1<sup>st</sup> level as a conflict of interest, but the benefits are very substantial. The newly trademarked corporate gains all the benefits of the Corporate Sponsor feat without any of the drawbacks, may now use Improper Channels to garner military and illegal items without worrying about accountability, and will automatically gain a point of Wealth score every character level after this in addition to any other method of increase at his disposal (Profession checks, selling items, and feats).

Corporates that stick to their morals and still want to change the System for the better have a real chance now because, in many ways, they now run part of the System themselves. It is one of the tragedies of Cyberpunk that the idealistic corporates are usually the ones with enough drive to climb the ladder but, when they finally reach the top, the actions they took getting there have made them worse than the ones they replaced.

## THE JACKER

In a society where nothing is free and the only people who matter are the ones with power, there will always be those who choose to take that power their own way. Not willing to sell out to the System and not wanting to stand up to it and get killed, these rebels do what most people would do when they are mad as hell and they are not going to take it anymore; they steal things and blow stuff up. Criminals in a world where the police are more than they are and they people around them have nothing left to take, some jackers take their rage to the next level and prey on the System itself.

### WHO ARE THEY?

Jackers are the street punks who 'test' your ride's security features while you are taking a meeting. They are the 82<sup>nd</sup> story men who use high technology and the latest decryption gear to case your penthouse suite and slip out with your goods before the alarms go off. They are the fly on the wall with ears on the pulse of big business. They know where to be and how to not get caught being there. They are the little bastard who used to knock you down



and steal your lunch money, all grown up and starving now. One part Robin Hood, one part Jesse James, and two parts desperate enough to try anything ones, jackers are the people you definitely want on your side because you sure as hell do not want them behind you.

## WHAT DO THEY DO?

Before the massive technology boom, jackers were like anyone else trying to make an honest week's living for an honest hour's work. Then theft-proof habitation complexes, laser car alarms, and relaxed gun laws that let anyone carry enough firepower to make mugging an act of insanity changed their lives. Now, even the most urban, low-tech jacker understands how to strip wires, rout security feeds, and scale sheer buildings with rope and tackle. Jackers have also learned that the best thing to steal, when you can get it, is information; espionage is now the coins of the realm, so to speak, and if there is one thing all jackers have in common, it is keeping their eye on the coin.

## HOW DO THEY DO IT?

Jackers are thieves, con artists, and spies in a world where everything is locked up tighter than a bank vault. To be a criminal for any length of time in the Cybernet era requires quick reflexes and a quicker wit, plus a few large in high tech break-in gear does not hurt. Jackers cling from ceilings, walk in the shadow, and employ the latest technology to assist them in their crimes. Most jackers work alone when the prize is something they cannot get with a team, but they still realise that sometimes, the most useful tool they can have is someone watching their back. Jackers get by on luck and skill in equal measures, knowing all too well that even the best technology can break and the only thing they can really depend on is themselves.

### The Jacker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+1	+0	Talent, <b>Hyperactive</b>	+1	+0	1 (d4)
2nd	+1	+0	+2	+0	Boosting Goods	+1	+0	1
3rd	+2	+1	+2	+1	Talent Choice	+2	+0	2 (d6)
4th	+2	+1	+2	+1		+2	+1	2
5th	+3	+1	+3	+1	Talent Choice	+3	+1	3 (d8)
6th	+4	+2	+3	+2		+3	+1	3
7th	+4	+2	+4	+2	Talent Choice	+4	+2	4 (d10)
8th	+5	+2	+4	+2		+4	+2	4
9th	+6/+1	+3	+4	+3	Talent Choice	+5	+2	5 (d12)
10th	+6/+1	+3	+5	+3	The Perfect Crime	+5	+3	5

## CLASS INFORMATION

**Hit Die:** 1d6

**Class Skills:** The Jacker's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (mechanical) (Int), Disable Device (Int), Drive (Dex), Escape (Dex), Hide (Dex), Knowledge (appraisal, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession (Wis), Repair (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis), Technical (Int), and Tumble (Dex). Also, the jacker's starting occupation selected can provide additional class skills to choose from.

**Skill Points at 1st Level:** (9 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 9 + Int modifier.

## STARTING FEATS

In addition to the two feats all characters get at 1st level, a Jacker begins play with the Sneaky feat and a connection Contact at Contact Level 5.

## CLASS FEATURES

The following are class features of the Jacker.

### Hyperactive (Unique Ability - Jackers)

All along in the shadows, jackers live and die by their reflexes. Years of watching over their shoulders and expecting danger at every turn have given them the ability to sense danger coming before anyone else could react. This split second warning is all the advantage they need to slip away unseen or dodge a vengeful bullet from the corporate who really does not want to lose his new Lamuratti X-9. The first time an opponent makes an attack roll against a jacker in a given combat, the result must be rerolled once if it would have successfully hit. Jackers

may also take a full move action to leave a threatened area without provoking an attack of opportunity, provided the jacker has not yet attacked any of the foes currently threatening him.

### Boosting Goods

A jacker can get top credit for anything they steal, provided they have the time and opportunity to visit the right people to unload them on. As long as a jacker can take a full day between the time an item is stolen and when he makes the sale, its value is treated as a Purchase DC of 2 greater. Each level of restriction on the item

only makes it that much more expensive and this value is counted as a Purchase bonus of its own when using this ability.

### Celerity Talent Tree

Jackers have to stay mobile and be ready to react at a moment's notice to any possible sign of danger or opportunity. This alacrity both keeps them alive and brings their quarry, whether it is an overhead conversation between CEOs or a diamond necklace in a jewelry store vault, within arm's reach. Often, a moment is all a Jacker needs to seize the moment and make a big score.



> **Evasion:** If a jacker is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, he suffers no damage if he or she makes a successful saving throw. Evasion can only be used when wearing light armour or no armour and cannot be used if the jacker has one or more gamma-grade cyberlimbs or a heavy spine.

> **Defensive Roll:** Jackers can roll with a potentially lethal attack to take less damage from the blow. When a jacker would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), he can attempt to roll with the damage. A jacker spends 1 Edge Die to use this talent. Once the die is spent, the jacker makes a Reflex saving throw (DC = damage dealt). If the save succeeds, he or she takes only half damage. A jacker must be able to react to the attack to execute a defensive roll—if he is immobilised, he cannot use this talent. *Prerequisite:* Evasion.

> **Opportunist:** A jacker can spend 1 Edge Die to use this talent. Once the die is spent, the hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the Fast hero's attack of opportunity for that round. Even a Fast hero with the Combat Reflexes feat can't use this talent more than once per round. *Prerequisite:* 3<sup>rd</sup> level, Evasion.

## Danger Sense Talent Tree

Jackers do not worry about bullets with their names on them; they are far too busy dodging the ones labelled 'occupant'. Their constant exposure to danger and life on the razor's edge has resulted in reflexes that are second to none and a continuous state of combat readiness, even when they are asleep. It is a tense way to go through life, but it keeps jackers going from day to day in a world where tomorrow is never a guarantee.

- > **Uncanny Dodge:** Standing still means painting a target on your head; jackers know this all too well. A jacker with this talent retains his or her Reflex bonus to Defence regardless of being caught flat-footed or struck by a hidden attacker. (A jacker still loses his or her Reflex bonus to Defence if he becomes immobilised for any reason.)
- > **Group Fighting:** Because jackers often work alone, they are at a severe disadvantage if they find themselves surrounded. To compensate, some jackers learn how to 'work a crowd' in combat, never leaving any side of themselves open to easy assault. A jacker with this ability can no longer be flanked; he can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker. *Prerequisites:* Uncanny Dodge.
- > **Intuition:** A powerful talent that keeps jackers alive when all hell is breaking loose, Intuition allows a jacker to roll initiative and act during a surprise round without losing his action. As if this was not potent enough, his honed reflexes and moment's warning is enough to let him do something no one else can do without extensive cyberwear; jackers who train their Intuition get to take a full round, not a partial action only like other characters. A startled jacker can be a very dangerous opponent. *Prerequisites:* 6<sup>th</sup> level, Dexterity 15+, Spot 5+, Listen 5+, Uncanny Dodge, Evasion.

## Rogue Talent Tree

Jackers are very good at what they do just through their impressive selection of skills, but many push their abilities beyond the realm of simple training. Some manage to turn their talents to the finer arts of espionage-spying, high scale robbery, and even assassination if the price is right. Not every jacker appreciates these avenues of occupation, but those that do become capable of some amazing acts of stealth and guile.

- > **Invisible:** Jackers can train themselves to be virtually undetectable to sight and hearing, making themselves all but invisible in even the most open terrain. Invisible jackers can use the Hide skill while being observed as long there is any feasible feature within 30 feet for him to disappear behind

and can Move Silently while moving at any speed less than a full Run.

- > **Nimble Fingers:** Some jackers choose to specialise in complex robberies involving high tech equipment and virtually impervious security features. These jackers live for the thrill of getting in where no one should be able to go and getting their hands on what no one else should have. The Nimble Fingers talent grants a +4 circumstance bonus on all Slight of Hand, Climb, Disable Device, Technical, and Tumble checks made during the commission of a burglary. The Games Master is the final arbiter on which rolls qualify for this bonus. *Prerequisite:* Intelligence 13+.
- > **Lethal Shadow:** A jacker with a penchant for murder can make a fortune selling his services to corporations, governments, and individuals with a score to settle. Whenever a jacket with the Lethal Shadow talent makes a melee attack against or a ranged attack within 30 feet of a target that has been denied its Dexterity bonus for any reason, he gets to add 1d6 of Sneak Attack damage for every jacker level he has above 5<sup>th</sup>. *Prerequisites:* 6<sup>th</sup> level, Opportunist.

## The Perfect Crime

At 10<sup>th</sup> level as a jacker, a character can take a full day to scope out a potential scene, plot all its exits and entrances, figure out its security systems, and decide on the best ways to accomplish getting in, doing what he needs to, and getting back out without getting caught or getting killed. During the commission of the strike itself, which can be anything from a reconnoitre or rescue to a full scale robbery, the jacker benefits from a +4 circumstance bonus to all Move Silently, Hide, and Search checks as long as the mission takes place within three days of the casing.

This ability can be used on any structure as small as a closet or as large as a corporate skyscraper. The jacker can include up to five allies in his plans without a hitch, but each additional person beyond this number reduces the competence bonus provided by this ability by 1. As long as the people included in the jacker's plan stay are within ten feet of him during the actual break-in, they benefit from a +2 circumstance bonus to their Hide and Move Silently rolls.

## THE SOLDIER

They come from the front lines of corporate sponsored wars of conquest in third world nations or wind up on the streets after ten long years of service with SWAT teams once their medical bills make them too costly to keep. Soldiers in the megaplexes have a million stories, but they



only have one way to tell them- very violently. When a soldier enters the private sector, it is usually big news and people scramble to find out whether he will work for them, has already taken a job against them, or is too screwed up from combat drugs and war wounds to even bother with.

### WHO ARE THEY?

Soldiers are people trained to do one very simple thing – hurt other people. Some do it with flair, setting bombs and sniping from rooftops. Others are cybered-out meat puppets with more metal in their bodies than a truck and about as much subtlety. Some turn their skills to fighting the system that turned them into ice-cold killers, but most just bust heads to earn a living because it's the only thing they do. When punks hit a megacorp to score some goods, the security team they meet on the first floor

is usually a bunch of gun toting Unclassed with a soldier in the lead.

### WHAT DO THEY DO?

Soldiers break things. When the problem is a person, the person gets broken. When the problem is a wall, the wall gets demolished. Some soldiers have the presence of mind to seek a quiet solution to their troubles, but most just find the biggest thing they can find and pound it with heavy firepower until the trouble goes away. Soldiers are skilled in all the wonderful ways high technology has invented to hurt people and make molehills out of mountains.

### HOW DO THEY DO IT?

If your idea of Cybernet is a metal arm with a machine gun in it, soldier is the class for you. To survive being this blunt, soldiers are trained in all the latest weapon systems and know how to move in even the heaviest body armour. For most soldiers, the only questions in life are where the enemy is, how many rounds are left in their guns, and can they get a clear shot past bystanders and buildings. It is a sign of the declining times that an ever greater number of soldiers are no longer bothering to concern themselves with that last one.

### CLASS INFORMATION

**Hit Die:** 1d10

**Class Skills:** The Soldier's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Demolitions (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, streetwise) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis). Also, the soldier's starting occupation selected can provide additional class skills to choose from.

**Skill Points at 1st Level:** (3 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 3 + Int modifier.

### STARTING FEATS

In addition to the two feats all characters get at 1st level, a soldier begins play with the Personal Firearms Proficiency, Heavy Weapons Proficiency, Light Armour, Medium Armour, and Heavy Armour feats.

## CLASS FEATURES

The following are class features of the Soldier.

### Deadly (Unique Ability – Soldiers)

Years of combat training and experience in dozens of firefights has given a soldier the ability to score telling blows in combat far more often than those without his expertise. Whenever a soldier who has taken this class at his first character level score a critical threat, he can spend an Edge Die to turn it into a critical hit automatically without the need for a second roll.

### Advanced Training

At 2<sup>nd</sup>, 5<sup>th</sup>, and 8<sup>th</sup> level, a soldier gains a bonus feat. This feat must be selected from the following list, and the soldier must still meet any prerequisites.

Alertness, Archaic Weapons Proficiency, Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Confident, Endurance, Great Cleave, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Feint, Improved Combat Martial Arts, Improved Initiative, Knockout Punch, Power Attack, Streetfighting, Toughness, Vehicle Expert, Weapon Focus.

### Hardened

At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level, a soldier's resilience to damage and combat trauma increases along with his hit points. At 3<sup>rd</sup> level, he gains 1 point of Damage Reduction, applicable against any effect that reduces his hit point total directly (as opposed to dropping his Constitution score). At 6<sup>th</sup> level, this resistance increases to 2 points, and it caps at 3 /- at 9<sup>th</sup> level as a soldier. This Damage Reduction comes from hardening of both body and mind and thus stacks with any other source of DR, including cybergear and body armour.

## The Soldier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+1	+1	+0	+0	Talent Choice, <b>Deadly</b>	+1	+0	1 (d4)
2nd	+2	+2	+0	+0	Advanced Training	+2	+0	1
3rd	+3	+2	+1	+1	Hardened (DR 1/-)	+2	+1	1
4th	+4	+2	+1	+1	Talent Choice	+3	+1	2
5th	+5	+3	+1	+1	Advanced Training	+3	+2	2 (d6)
6th	+6/+1	+3	+2	+2	Hardened (DR 2/-)	+4	+2	2
7th	+7/+2	+4	+2	+2	Talent Choice	+4	+3	3
8th	+8/+3	+4	+2	+2	Advanced Training	+5	+3	3 (d8)
9th	+9/+4	+4	+3	+3	Hardened (DR 3/-)	+5	+4	3
10th	+10/+5	+5	+3	+3	Unstoppable	+6	+4	4

## Unbreakable Talent Tree

Every soldier can take immense abuse and keep going, but some are almost superhumanly resilient. An Unbreakable soldier can smash through a plate glass window, fall forty feet onto concrete, and still squeeze off enough rounds to drop his foes before passing out. Unbreakable soldiers may not be as lethally accurate as his peers, but he will survive long after they have gone down.

- > **Remain Conscious:** Soldiers with this talent gain the ability to continue to perform actions when he or she would otherwise be considered unconscious and dying. When the soldier's hit points reach -1, he can perform as though he or she were disabled, making either an attack action or a move action every round until the hero reaches -10 hit points (and dies) or the hero's hit points return to 1 or higher. Each action taken in this manner costs the soldier one hit point, speeding him to a messy end if he does not seek medical attention soon. He can choose to succumb to unconsciousness, automatically stabilising, if he or she thinks that doing so might prevent him or her from taking more damage.
- > **Robust:** A Robust soldier becomes especially enduring, gaining a number of hit points equal to his or her current soldier level as soon as he or she selects this talent. Thereafter, the soldier gains +1 hit point with each level of Tough he or she gains as if his Constitution modifier were one more than normal while rolling hit points. *Prerequisites:* 4<sup>th</sup> level, Constitution 13+.
- > **Second Wind:** A soldier can spend 1 Edge Die to gain a second wind of energy, recovering slightly from massive damage to keep going so just a few more, likely violent, minutes. When the hero does this, he or she recovers a number of hit points

equal to his or her soldier level. These extra hit points last as many rounds as the soldier's Constitution modifier. At the end of this duration, half this number of hit points are removed from his total. This can result in even worse damage than when the soldier originally used this ability if he has suffered other losses. This talent cannot increase the soldier's hit points beyond his full normal total. *Prerequisite:* Robust.

### Marksmanship Talent Tree

The name of the game when it comes to combat in the 21<sup>st</sup> century of Cybernet is gunnery, pure and simple. Melee weapons are an interesting curiosity but aside from some very stylish Asian warriors playing high-tech samurai and the occasional German Reichmauler with Wotan tattooed on his forehead, very few soldiers spend much time with them. Guns are what it is all about, and this talent tree is all about using them to drop the bad guys before they drop you.

- > **Gunman:** Before you can run, you have to walk, and before you can be a true gunslinger in the back alleys of your local sprawl, you have to learn to shoot straight. This talent gives you that basic training. Soldiers with the Gunman talent gain a special form of the Point Black Shot feat. This feat counts as Point Blank Shot for purposes of buying other feats, but it also stacks with that feat should the soldier choose to purchase it again.
- > **Steady Aim:** Recoil is the bane of rapid fire gunnery and the single most debilitating factor to a soldier's accuracy when using an automatic weapon. Soldiers with the Steady Aim talent subtract 1 from the recoil rating of an automatic weapon and may squeeze off a second shot at a single target within the area of an autofire attack. This second attack can only occur if the weapon has sufficient ammunition (10 shots as per a normal autofire attack) and uses the character's full attack bonus. *Prerequisite:* Gunman.
- > **Sniper:** Instead of spraying bullets at a target, gunners with real finesse take them out with a single shot. If a soldier with this talent can catch an opponent unaware, such as attacking from a secluded, undetected distance or anytime the opponent is denied his Reflex bonus to his Defence against the soldier's attack, any potential threat on the ranged attack roll automatically confirms. If the soldier character also possesses the **Deadly** feature, the critical multiplier of the ranged attack increases by 1.

### Freewheeling Talent Tree

Soldiers are often trained at mobilised combat, using jeeps and tanks to get across hot battlefields in one piece. This training carries over into the urban jungle, though the vehicles used are usually less militant and more street chic. However, be it a convertible with ground effect jets or a two wheeled rocket sled with more chrome than armour plating, anything that moves a soldier faster than his own two feet is considered a good thing to have.

*This talent tree works exactly like the tree of the same name found under the Connection class description. Its levels count as prerequisites for those and vice versa.*

### Unstoppable

Once engaged in combat, a 10<sup>th</sup> level soldier is a force to be feared. His endurance, lethal accuracy, and training combine to forge a juggernaut that will not stop until he is either dead or standing over the bodies of anyone foolish enough to be in his way. An Unstoppable soldier can use his Edge Dice in two unique ways. He can add the result of a spent Edge Die to damage rolls. He can also spent an Edge Die on his turn as a free action and add its result to his Damage Reduction. This increase lasts until the beginning of his action on the next round.

## THE WEBCRAWLER

The digital realm that exists through analogue computers and the cyberspace that exists between them is the playground of the webcrawlers. A hybrid between hacker and engineer, most webcrawlers know more about computers and electronics by the time they are twenty than most of the scientists that build them. Able to read binary code on sight and sensitive to the subtlest electromagnetic vibrations from years of walking the lines of the immersive Web, webcrawlers are explorers and conquerors both in a new, man-made world of information.

### WHO ARE THEY?

There are a million different kinds of soldier, but there are usually only two kinds of webcrawler, neither of which can stand the other. The first kind of webcrawler, the legitimate ones, is an entrenched part of the System. These computer personnel maintain the frames and connectivity around the world that provides corporations, military subnets, and the governments of the globe with the Web. The second kind is their worst nightmare- young hackers with skills that usually surpass theirs making mockeries of the security programs as they rip through the Web on a quest to make data free and give the big laugh to the System.

## WHAT DO THEY DO?

Webcrawlers patrol the paths of the Web, either through analogue systems that do not take them immersively into the computer realm or full on in the datastream as a 'ghost' either looking for trouble or trying to prevent it. Webcrawlers cruise the true places of power in the dark future, the informational universe where anything of value still resides. Stealing data, controlling machines through Web feedback, and broadcasting dirty little secrets to a million terminals across the scarred Earth of tomorrow is not just a hobby for the technically gifted, disenfranchised Cybernet youth; it is a way of life.

## HOW DO THEY DO IT?

A webcrawler really only needs a terminal and a data line to do everything they need to, though an increasing number of encrypted systems are going deep to prevent remote access without coming into the Web itself. This is not necessarily a matter of high security, though it helps, but if a system has to be controlled by a user 'ghosting' through the web, illegal access can be punished by death. A neural impulse at 40 terabytes a second can fry capillaries, scramble thought processes, and leave a webcrawler a drooling zombie for the rest of his short life. Virtually everything else a webcrawler gears up with involves programs and hardware to keep that from happening.

## CLASS INFORMATION

**Hit Die:** 1d4

**Class Skills:** The Webcrawler's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (electronic, mechanical, visual art, writing) (Int),

Decryption (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (art, business, civics, current events, engineering, popular culture, streetwise, technology) (Int), Navigate (Int), Profession (Wis), Repair (Int), Research (Int), Technical (Int), and Search (Int). Also, the webcrawler's starting occupation selected can provide additional class skills to choose from.

**Skill Points at 1st Level:** (7 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 7 + Int modifier.

## STARTING FEATS

In addition to the two feats all characters get at 1st level, a Webcrawler begins play with Simple Weapons Proficiency, an infojack (neck, skull, or spinal, as preferred), an unregistered deva, and 10 tB of Web storage in a blind account.

## CLASS FEATURES

The following are class features of the Webcrawler.

### Interface (Unique Ability – Webcrawlers)

Years of jacking in and jacking out of the Web, along with a special talent for handling the psychological strain of immersive entry, have developed a very fast response time for 'true' webcrawlers who select this class with their first character level. Instead of the 1d4+1 rounds other characters take to boot into the Full Web, webcrawlers only take one round. This can be a huge advantage when time is of the essence and helps them keep their lock on the Webrunning market. Webcrawlers with Interface also add +1 to any Edge Dice they roll while in the Web.

### The Webcrawler

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0 (+1)*	+0	+1	+1	Talent, <b>Interface</b>	+1	+0	1 (d4)
2nd	+1 (+2)	+0	+2	+2	Digital Haven	+1	+1	1
3rd	+1 (+3)	+1	+2	+2	Talent Choice	+2	+1	2
4th	+2 (+4)	+1	+2	+2	Mad Skillz	+2	+2	2 (d6)
5th	+2 (+5)	+1	+3	+3	Prime Contact	+2	+2	2
6th	+3 (+6/+1)	+2	+3	+3	Talent Choice	+3	+3	3
7th	+3 (+7/+2)	+2	+4	+4	Mad Skillz	+3	+3	3 (d8)
8th	+4 (+8/+3)	+2	+4	+4	Prime Contact	+3	+4	3
9th	+4 (+9/+4)	+3	+4	+4	Talent Choice	+4	+4	4
10th	+5 (+10/+5)	+3	+5	+5	L33t Status	+4	+5	4 (d10)

\* The number in parenthesis is the attack bonus used when in the Web immersively.

## Digital Haven

In addition to the Webdeck micro-server a webcrawler starts with, 2<sup>nd</sup> level webcrawlers have put the finishing touches on their own little corner of the Web- a digital haven whose creation and structure is completely up to their own demented imaginations. All digital havens have a main entrance, a main exit (which may be the same thing), and a data vault with a hardness equal to the webcrawler's Intelligence score and twenty times his webcrawler level in hit points. Other than that, the design of a haven is completely within the control of the webcrawler, who can create pretty much anything he wishes within reason. Weapon systems, fX, and defences must be purchased and installed as programs, but anything else goes. Digital havens are integrally linked to the deva of the webcrawler and instantly update themselves whenever he logs back into the Web after gaining a level or having his Intelligence score altered.

## Mad Skillz

At 4<sup>th</sup> and 7<sup>th</sup> level, a webcrawler gains a bonus class skill due to his exposure to the greatest repository of knowledge ever invented. This skill can be any choice the webcrawler wishes to make from the entire skill list, even one he already has. If the choice is already a class skill, the webcrawler gets a +1 circumstance bonus while making checks with it. This ability can be stacked with itself, allowing the webcrawler to have a +2 circumstance bonus with a single skill at 7<sup>th</sup> level if desired.

## Custom System Talent Tree

Building one's own computer as opposed to buying off the shelf is the goal of most webcrawlers, but money and opportunity are sometimes lacking. With this talent tree, a webcrawler has made enough connections and can route enough of his free time to provide upgrades and special construction to his system as part of the game without taking up external resources of any kind. From little black boxes delivered to his pad 'by mistake' to neurally-optimised custom circuitry in his inoleads done with a soldering probe and a few spare minutes a day, the things a webcrawler can do with this talent tree are quite remarkable and can mean the difference between flying free and flying fried.

- > **Scrounging:** The webcrawler knows the right tricks and techniques to fool retail databases into thinking that an order has been paid for and should be shipped out. This is a risky operation, but having this talent means the webcrawler has mastered

the art on not getting caught doing it and has developed a safe, neutral drop point for the stolen goods. Once per game (or every four full hours for long gaming sessions), a Scrounging webcrawler can make a Wealth check as if his personal Wealth was 10 higher than usual, provided he is currently visiting a shop-site in the Web. This kind of shopping only takes 30 minutes and requires a second Computer Use roll at the same DC as the Purchase DC of the item the webcrawler is trying to swipe. Failure at either





roll means the action failed and the webcrawler has used his attempt for now. Failure at both means security protocols have been tripped at the shop-site.

- > **Specialised Equipment:** Through black market scrounging and custom work done personally, a webcrawler can attune his gear to his particular biorhythms and get much better performance out of it. This modification is free and instant when the talent is first gained, but any change in computer gear requires a full day of uninterrupted work and scamming to regain the bonuses. Specialised equipment grants the webcrawler a +1 equipment bonus to all Computer Use rolls in the Web or when crawling non-invasively. While fully in the Web, this hardware increases the webcrawler's Speed by 5 and grants him one automatic jack-out without having to make his Web Exit roll. This fries the equipment and necessitates a full day's rebuild as above. Webcrawlers can only have one set of specialised equipment at a time. *Prerequisites:* Scrounging or Technical 4+, Knowledge (engineering) 4+, and Craft (electronic) 4+
- > **Never Unjacked:** Not precisely what it sounds like, this talent ensures that no matter how destitute or unconnected a webcrawler is, he always has the contacts and resources socketed away to ensure that he can get back into the Web without a serious delay. A webcrawler with this talent has pieces of custom hardware secreted all over his neck of the sprawl and digital friends who can hook him up with the bare minimum he needs when ever he needs it. If a webcrawler is Never Unjacked, he can always find the parts he needs to get back into the Web within 20 minutes in his own neighbourhood and one hour anywhere else on the planet, no rolls required. *Prerequisites:* 3<sup>rd</sup> level in webcrawler, Scrounging.

### Codemaster Talent Tree

Computers are nice, but they are just a tool. Only code is real, and in the hands of a Codemaster webcrawler, it can do some amazing things. Nothing stays encrypted long with one of these data jockeys is on the case and no program stays uncracked for long, no matter how good its security level. Codemasters are the webcrawlers that legitimate users look to for protection and the System despises when they cannot control them. If the Web is a frontier on the high seas of information, then Codemasters are its pirates and privateers. Boot up the Jolly Roger; there's data to be had!

- > **Hackmastery:** Nothing gets broken if you cannot get to it. Before a webcrawler can do anything with

information, he has to find his way to it and break into the system holding it. Conversely, systems cannot be designed to keep hackers out unless the programmer knows something about how people get in. This talent adds +2 to the damage inflicted with Hack actions and Combat programs. It also adds +2 to the hardness or Defence Value of these structures if the webcrawler is present in the frame, adjacent to the structure or program being attacked, and uses an aid another action to support it (Computer Use skill check, DC: 10).

- > **Crackmastery:** Programs are the digital representation of data and routines in the web. Everything that happens and everything that exists in the Web is a program and Crackmasters know how to put them together and take them apart. When interacting with a program, a Crackmaster can use a Crack action to either weaken or bolster it. The DC is equal to the Programming DC in both cases. Weakening drops the programme's Programming DC and any skill or attack rolls it makes in the next 10 rounds by -2. Bolstering increases them by the same amount. A program can only be weakened or bolstered once at any given time.
- > **Phreakmastery:** All webcrawlers can phreak, but it takes a master to do it with total safety and assured success. Phreakmasters never make a Computer Use roll to Enter the Web and reduce any server's Scanner program's Scan rating by -1. Phreakmasters also have the unique ability to make even landline connections without penalty, but these still require a Computer Use roll as if trying to hide a normal connection. Under normal circumstances, a user connecting to a server through a physical connection suffers a -5 to their Computer Use checks to remain undetected.

### Digital Dedication Talent Tree

There are webcrawlers who work in the system, and then there are webcrawlers who truly *believe*. To them, the Web is more than just a collection of programs; it is a living, breathing place with a soul and a power all its own. The reality of this opinion can be argued, but the benefits to being a true believer cannot. Digital Dedication can give a webcrawler all the edge they need to be the best, just as long as they keep on believing.

- > **Power of Belief:** Through the tireless dedication that their faith in the Web gives them, the webcrawler chooses a single skill (this cannot be Computer Use) and receives a +3 bonus on all checks with that skill as long as the use is Web-related. This bonus even allows a webcrawler to make checks for a trained-only skill if the

character chooses one that he possesses no ranks in. This counts as the feat Skill Emphasis for purposes of qualifying for feats, talents, or other purposes and stacks with that feat is it is also chosen during the character's career.

- > **The Web is Alive:** A Dedicated webcrawler is intuitively aware of his or her surroundings in the Web at all times. The hero gains a special form of the Alertness feat that adds his or her base Will saving throw bonus to Listen or Spot checks in the Web. This does not count as the Alertness feat for the purpose of qualifying for other feats or talents unless they are also Web related. *Prerequisite:* 3<sup>rd</sup> level, Power of Belief.
- > **Digital Faith:** The Dedicated hero has a great deal of faith in the Web and its existence as a true plane of reality, so much so that she might frighten other webcrawlers with the strength of her beliefs. This may take the form of literally deifying the Web, a deep-seated belief in the legitimacy of electronic life, or something in-between, but the net result is the same. This unswerving belief allows a webcrawler to spend one Edge Die and add his or her Wisdom modifier to its roll when improving the result of an attack roll, skill check, saving throw, or ability check in the Web. *Prerequisite:* 6<sup>th</sup> level, Power of Belief.

### L33t Status

10<sup>th</sup> level webcrawlers are recognised by their peers as being the best of the best in their own fields, with rivals only at the uppermost echelons of the virtual world. L33t, which comes from a form of digital shorthand first used in the early history of the Web, is a symbolic way of spelling 'leet', short for elite. L33t webcrawlers gain a +5 bonus to their reputation scores when dealing with other Web-related individuals and law enforcement agencies, though exact reactions will vary with the past actions of the webcrawler in question. In addition, the number of connections and web-links open to a L33t webcrawler raise his Wealth score by +5 either legitimately or illegally. At this level of the Web, there is hardly any difference any more.

## THE PROFESSIONAL

Lots of different people find themselves in the shadows and not all of them are jacked-in webbies or cutting edge killing machines. Some are just scientists without a job or working class stiff's who saw the System for what it was one morning and could not go back into it. Professionals tend to be 'normal' people thrust into extraordinary circumstances, but they bring their own special skills with them and a unique insight into the way the System works. They may not want any part of it any more, but Professionals were often once firmly in its grasp and

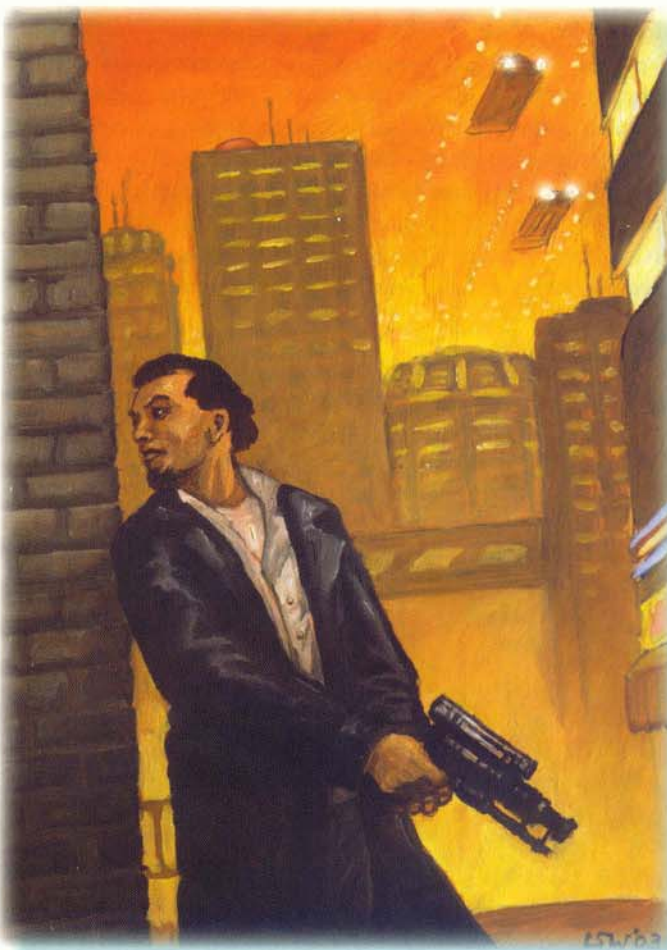
while they might have escaped, some aspect of it will forever be a part of them.

### WHO ARE THEY?

Professionals are the Unclassed given a second chance, the blue collar construction workers with no desire to build another crematorium and the biologists who were almost 'liquidated' when their virus project concluded. Professionals have as many walks of life as there are walks of life, from security guards to shopping plaza managers. Some know the Web, others avoid it. Some can use a gun, others are terrified of them. They are the disenfranchised and the cast-offs, scrabbling for whatever they can get by what ever means they can find. Professionals are the normal folks who wake up one day and see reality for the black pit of futility that it is and decide to damn well do something about it.

### WHAT DO THEY DO?

Professionals can do anything. They are not as specialised in the survival techniques of the sprawl, but they do bring a number of useful talents to the hood when they get there. Doctors are always welcome, and even bagboys can work as cheap labour to make a living. It is not a glamorous life, but it is life on their own terms and that



is usually enough for a professional whose eyes are finally open. Professionals handle all the jobs that other street-runners either cannot or will not, giving professionals a special and important place in the undersociety of the Cybernet age.

## HOW DO THEY DO IT?

In a word, skills. Professionals are all about bringing their own fields of expertise to bear on a given crisis. They may not be the best at jacking, shooting, or flying through the Web, but they can get by at any of it and when a situation comes up that they have been trained for, there is no one better to handle the task. Others on the street recognise this tend to cut professionals a lot of slack in return for using them when they need to. It is a give and take existence, but it is a far cry better than being in a System that only knows how to take.

## CLASS INFORMATION

**Hit Die:** 1d6

**Class Skills:** The Professional's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decryption (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Listen (Wis), Knowledge (arcane lore, art, behavioural sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write Language (any), Repair (Int), Research (Int), Search (Int), Spot (Wis), and Speak Language (any). Also, the connection's starting occupation selected can provide additional class skills to choose from.

### The Professional

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0 (+1)	+0	+1	+1	Talent, <b>Expertise</b>	+1	+0	1 (d4)
2nd	+1 (+2)	+0	+2	+2	Ubiquitous	+1	+1	1
3rd	+1 (+3)	+1	+2	+2	Talent Choice	+2	+1	2
4th	+2 (+4)	+1	+2	+2		+2	+2	2 (d6)
5th	+2 (+5)	+1	+3	+3	Prime Contact	+2	+2	2
6th	+3 (+6/+1)	+2	+3	+3	Talent Choice	+3	+3	3
7th	+3 (+7/+2)	+2	+4	+4	Lessons of the Street	+3	+3	3 (d8)
8th	+4 (+8/+3)	+2	+4	+4		+3	+4	3
9th	+4 (+9/+4)	+3	+4	+4	Talent Choice	+4	+4	4
10th	+5 (+10/+5)	+3	+5	+5	Adopted Son	+4	+5	4 (d10)

**Skill Points at 1st Level:** (7 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 7 + Int modifier.

## STARTING FEATS

In addition to the two feats all characters get at 1st level, a Professional gets any one other General feat but must meet the prerequisites for it.

## CLASS FEATURES

The following are class features of the Professional.

### Expertise (Unique Ability – Professionals)

Professionals come from their previous walk of life with a special mastery of some skill that is integral to the role they used to play. When this feature is gained, the professional Player chooses one of his class skills to apply his **Expertise** to; this decision cannot be changed once made. Any failed check using that skill may be rerolled once per session (or every four full hours of play). Professionals also win all ties that result from contested rolls using their **Expertise** skill, regardless of total skill ranks.

### Ubiquitous

Professionals are good at keeping their heads down and not drawing attention to themselves while they try to acclimate themselves to their new lives in the streets. Even professionals that have lived for years in the sprawl have this reflex- one that can save their lives on a regular basis. Whenever a sentient attacker chooses a target at random from a group that the professional is in, he will only be chosen if he is the closest target and is carrying a weapon. Otherwise, the professional will be passed over in preference of someone else. This ability only

functions when the professional is with others; when the professional is alone, he gains no special protection.

### Prime Contact

Professionals need friends as much as anyone and most make it a point to seek them out as quickly as they can. In addition to any contacts made in game, the professional automatically gains one at 5<sup>th</sup> level. This feature is identical to the Connection class feature of the same name.

### Lessons of the Street

Professionals who survive long enough to establish themselves as part of the sprawl they live in pick up a few pointers from those around them. At 7<sup>th</sup> level, this teaching pays off by granting the Professional the 2<sup>nd</sup> level feature of any other main character class. This can be used to gain a second Prime Contact, acquire a Wealth Bonus, learn the art of Boosting Goods, gain some Advanced Training, or how to set up a Digital Haven. Once acquired, this ability is treated as a full class feature of the Professional thereafter.

### Higher Education Talent Tree

Some professionals have a natural aptitude for study and fact-finding. This usually comes from the benefit of a formal education, but some just develop these gifts on their own and excel at academic subjects through innate gifts and special insight. Professionals with this talent tree at any level are usually recognised experts in their fields, though their sprawl status keeps this from translating to any kind of Reputation bonus unless the Games Master decides to apply one.

- > **Savant:** A Savant professional has a special gift regarding a single skill, excelling beyond the capability of others when using it. The professional gets to add a competence bonus equal to his or her professional class level when making checks with one skill chosen from the following list. A professional can take this talent multiple times; each time it applies to a different skill. The applicable skills are Computer Use, Craft (any single skill), Decryption, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, Search.
- > **Linguist:** With this talent, the professional becomes a master linguist. Whenever the professional encounters a new language, either spoken or written, he or she can make an Intelligence check to determine if he or she can understand it. This check is made with a bonus equal to the professional's professional class level + his Intelligence modifier. For a written language, the bonus applies to a Decryption check instead.

The DC for the check depends on the situation: DC 15 if the language is in the same group as a language the professional has as a Read/Write Language or Speak Language skill; DC 20 if the language is unrelated to any other languages the professional knows; and DC 25 if the language is ancient or unique. With this special ability, a Linguist professional can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language. **Prerequisite:** At least 1 rank in either Read/Write Language or Speak Language for each of three different languages.

- > **Invention:** Through the use of scientific skills and a unique intuition with machines and construction, a professional with this talent can take spare parts and junk and turn them into something useful in a short amount of time. Using just what can be found lying around any average stretch of a megaplex, the professional can effectively make a Wealth check for any item, regardless of its restriction rating, at its base Purchase DC and can add his ranks in Repair, Craft (any appropriate subskill), or Technical, whichever is the higher skill, to his Wealth while doing so. The item invented takes 1d4 hours to build and lasts 1d8 hours before falling into disrepair, but it works perfectly until that time. This ability does not create ammunition when inventing a weapon or a vehicle with weapons, but it can be used again to do so. **Prerequisites:** 3<sup>rd</sup> level, One of the skills listed in the Talent at 5+ ranks.

### Strategy Talent Tree

Some professionals see solutions in any situation, a great talent to have in the hazardous world of Cybernet. Thinking quickly on their feet, these professionals can come up with a plan of attack to tackle most any problem given a few moments to consider. Others with a professional who can do this would be wise to heed his advice, as these plans are usually a great deal better than the typical 'We shoot it and run like hell' that most people go with in the sprawl.

- > **Exploit Weakness:** After 1 round of combat, a professional can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The professional uses a move action and makes an Intelligence check (DC 15) with a bonus equal to his or her character level. If the check succeeds, for the rest of the combat the professional uses his or her Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls (or gains a +1 competence bonus if the relevant statistic is higher) as the hero finds ways

to outthink his opponent and notices weaknesses in his opponent's fighting style. **Prerequisite:** Intelligence 13+ or Wisdom 13+.

- > **Plan:** Prior to a dramatic situation, either combat- or skill-related, a professional with this talent can develop a plan of action. Using this talent requires preparation; a professional cannot use this talent when surprised or otherwise unprepared for a particular situation. The professional makes an Intelligence check (DC 10) with a bonus equal to his or her character level. The result of the check provides the professional and up to five allies with a circumstance bonus as determined by the chart below. A professional cannot take 10 or 20 when making this check. This bonus can be applied to all skill checks and attack rolls made by the Smart hero and his or her allies, but the bonus only lasts for the first 3 rounds. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans. **Prerequisites:** 3<sup>rd</sup> level, Exploit Weakness.

Check Result	Bonus
9 or lower	+0 (check failed)
10–14	+1
15–24	+2
25 or higher	+3

- > **Trick:** A profession skilled in Tricks has the ability to temporarily confuse any living target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a Trick, must be within 30 feet of the hero, and must be able to hear and understand the professional. To play a Trick on a target, the professional must use a full-round action and make an Intelligence check (DC 15), adding his or her character level as a bonus. If the Intelligence check succeeds, the target can still try to think quickly and ignore the trick. The target resists the trick by making a Will saving throw (DC 10 + the professional's professional class level + his Intelligence bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round. A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys. **Prerequisite:** Exploit Weakness.

## Scion of the System Talent Tree

Many professionals leave the System, but it never fully leaves them. Its ways and mysteries are still known to the professional and can be put to good, if risky, use. Any time the Professional tries to use his knowledge of the way things really work to benefit himself or others, there is always a chance of calling down some very unwelcome attention from those who would rather he returned to the fold or disappeared into the gutters of the sprawl permanently.

*This talent tree works exactly like the tree of the same name found under the Corporate class description. Its levels count as prerequisites for those and vice versa. Whenever the Professional uses any ability of this tree, he must spend an Edge Die or suffer the consequences of someone in his past discovering his existence and making its continuance hard for him. The Games Master has full jurisdiction on what this might entail, but it should never be pleasant.*

## Adopted Son (or Daughter)

Once a professional gains 10<sup>th</sup> level in this class, the people in the streets around him treat him as if he has always been there. Even if he has always been there, they now fully accept him even though he practices skills they cannot understand and do not do things the same way they do. Only groups actively hostile to a professional for some personal reason will ever attack him in the sprawl; others just let him go his own way as long as he does not act aggressively towards them. Even the most bloodthirsty Ripper gang will skirt around an adopted son because they know that someday, they might need him to. This ability's protection can be extended to one other person for every point of positive Charisma bonus the professional possesses.

## MULTICLASS CHARACTERS

A character may add new classes as he or she progresses in levels, thereby becoming a multiclass character. The class abilities from all of a character's classes combine to determine a multiclass character's overall abilities.

### ADDING A SECOND CLASS

When a character with one class gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. The character gains the 1st-level base attack bonus, base save bonuses, class skills, other class features of the new class, hit points of the appropriate die type, and the new class's number of skill points gained at each additional level (not that number X 4, as is the case for a 1st-level character).

Picking up a new class is not exactly the same as starting a character in that class. Some of the benefits for a 1st-level hero represent the advantage of training while the character was young and fresh, with lots of time to practice. When picking up a new class, a hero doesn't receive maximum hit points, but should instead roll the new Hit Die.

## CLASS AND LEVEL FEATURES

As a general rule, the abilities of a multiclass character are the sum of the abilities provided by each of the character's classes.

### LEVEL

'Character level' is a character's total number of levels. It is used to determine when feats and ability score increases are gained, as per the previous table – Experience and Level-Dependent Benefits.

'Class level' is the character's level in a particular class. For a hero whose levels are all in the same class, character level and class level are the same.

### HIT POINTS

A hero gains hit points from each class as his or her level increases, adding the new hit points to the previous total. For example, Rip began as a Jacker hero and attained 4th level, then added levels of Soldier at his next two level advancements. As a 4<sup>th</sup>-level Jacker/2<sup>nd</sup>-level Soldier, his total hit points are 1d6+1d6+1d6+1d6+1d8+1d8. Hit Constitution modifier of +1 applies to each hit point die roll, and he received maximum hit points at 1st level (6+1=7 hp).

### BASE ATTACK BONUS

Add the base attack bonuses for each class to get the hero's base attack bonus. A resulting value of +6 or higher provides the hero with multiple attacks. For instance, a 6<sup>th</sup>-level Jacker/2<sup>nd</sup>-level Soldier has a base attack bonus of +6 (+4 for the Jacker levels and +2 for the Soldier levels). A base attack bonus of +6 allows a second attack with a bonus of +1, even though neither the +4 from the Jacker levels nor the +2 from the Soldier levels normally allows an additional attack.

Base Attack Bonus	Additional Attacks at
+6	+1
+7	+2
+8	+3
+9	+4
+10	+5
+11	+6/+1
+12	+7/+2
+13	+8/+3
+14	+9/+4
+15	+10/+5
+16	+11/+6/+1
+17	+12/+7/+2
+18	+13/+8/+3
+19	+14/+9/+4
+20	+15/+10/+5

To use multiple attacks in the same round, you must use a full attack, which is a full-round action. These are explained fully in the Combat chapter.

### SAVING THROWS

Add the base save bonuses for each class together. A 3<sup>rd</sup>-level Soldier/3<sup>rd</sup>-level Jacker gets +3 on Fortitude saving throws (+2 for the Soldier levels, and +1 for the Jacker levels), +3 on Reflex saving throws (+1 and +2), and +2 on Will saving throws (+1 and +1).

### DEFENCE BONUS

Add the Defence bonuses for each class together. A 4<sup>th</sup>-level Soldier/ 2<sup>nd</sup>-level Professional has a Defence bonus of +3 plus +1, for a total of +4. If the same hero then picked up a level of Connection, she would add +1 to increase her Defence bonus to +5.

### REPUTATION BONUS

Add Reputation bonuses together. So, a 4<sup>th</sup>-level Soldier/ 2<sup>nd</sup>-level Professional has a +2 Reputation bonus (+1 for the Soldier levels and +1 for the Professional levels). Allegiances do not change through multiclassing; these occur in game. Therefore, a Soldier multiclassing into Professional does not gain the +1 Reputation allegiance modifier that 1<sup>st</sup> level Professionals normally acquire.

### SKILLS

A multiclass hero uses his character level to determine the maximum ranks he can have in a skill. If a skill is a class skill for any of a multiclass hero's classes, then

use character level to determine a skill's maximum rank. (The maximum rank of a class skill is 3 + character level.)

## CLASS FEATURES

The character gets all class features (talents, bonus feats, or other special abilities) of all classes for the levels he possesses.

## FEATS

A multiclass character receives a new feat every three character levels, regardless of individual class level (see the Experience and Level-Dependent Benefits table). Taking one level in a new class does not entitle a character to receive the two feats that a beginning 1<sup>st</sup>-level character gets. For example, a 1<sup>st</sup>-level Soldier who gains 1,000 XP and then takes one level of Connection becomes a 2<sup>nd</sup>-level character, and at that level does not get a new feat. When he attains his next new level and increases his character level to 3<sup>rd</sup>, then he receives a new feat just as all 3<sup>rd</sup>-level characters do.

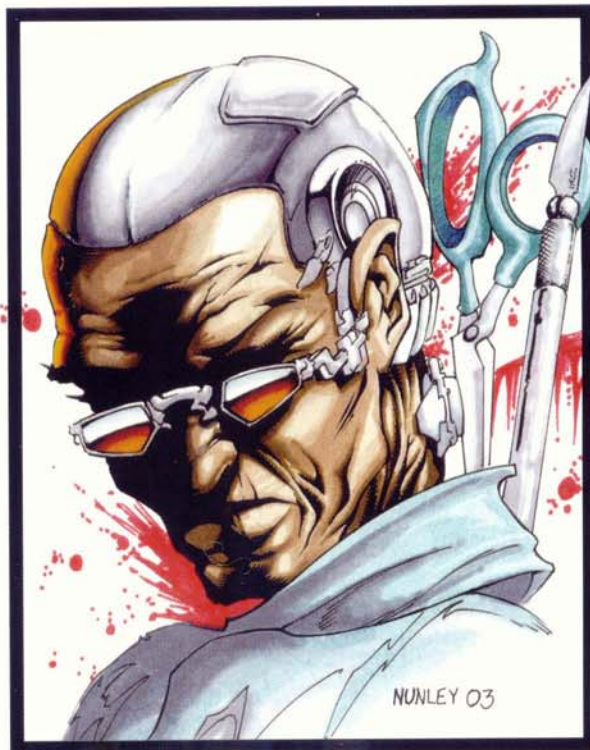
## ABILITY INCREASES

A multiclass character increases one ability score by +1 every four character levels, regardless of individual class level (see the Experience and Level-Dependent Benefits table).

## ADVANCING A LEVEL

Each time a multiclass character attains a new level, he either increases one of his current class levels by one or picks up a new class at 1st level. When a multiclass character increases one of his class levels by one, he gets all the standard benefits that characters receive for attaining the new level in that class: more hit points, possible bonuses on attack rolls, Defence, Reputation, and saving throws (depending on the class and the new level), a new class feature (as defined by the class), and new skill points.

Skill points are spent according to the class that the multiclass character just advanced in (see the individual class descriptions for skill points per level). Skills purchased are purchased at the cost appropriate for the class level that gives them to the character.



## HOW MULTICLASSING WORKS

Rip, a 4<sup>th</sup>-level Jacker, decides he wants to expand his repertoire by improving some of his physical attributes. When Rip accumulates 10,000 XP, he becomes a 5<sup>th</sup>-level character. Instead of becoming a 5<sup>th</sup>-level Jacker, however, he decides to become a 4<sup>th</sup>-level Jacker/1<sup>st</sup>-level Soldier. (How exactly he picked up this new area of focus isn't critical in a Cybernet campaign, though the Player and the Games Master are encouraged to create an in-game reason and opportunity for the character to do so.)

Now, instead of gaining the benefits of a new level of Jacker, he gains the benefits of becoming a 1<sup>st</sup>-level Soldier. He gains hit points from a 1<sup>st</sup>-level Soldier's Hit Die (1d10 plus his constitution modifier), a 1<sup>st</sup>-level Soldier's +1 base attack bonus, a 1<sup>st</sup>-level Soldier's +1 Fortitude save bonus, and the Soldier's skill points (3 + his Intelligence modifier). When purchasing skills for this new level, Rip uses the Soldier's class skill list to determine whether a skill point buys 1 rank or .5 rank. If he wants to add ranks to one of the Jacker's class skills, that skill is considered cross-class for him at this level.

The benefits described above are added to the scores Rip already had as a Jacker. His Defence and Reputation scores get a +1 bonus. His Reflex save bonus and Will save bonus do not increase because these numbers are +0 for a first level Soldier. He doesn't gain any of the benefits a 5<sup>th</sup>-level Jacker gains. He could spend some of

his new skill points to improve his Jacker class skills, but since they would be treated as cross-class skills for this purpose, these skill points would each buy only .5 rank.

Upon accumulating 15,000 XP, Rip becomes a 6<sup>th</sup>-level character. He decides he'd like to continue along the Soldier path, so he increases his Soldier level once more instead of increasing his Jacker level or picking up a level in a third class. Again he gains the Soldier's benefits for attaining a new level rather than the Jacker's. At this point, Rip is a 6<sup>th</sup>-level character: a 4<sup>th</sup>-level Jacker/2<sup>nd</sup>-level Soldier.

At each new level he attains, Rip must decide whether to increase his Jacker level or his Soldier level. Of course, if he wants to have even more diverse abilities, he could acquire an additional class. In general, a character can have levels in as many different classes as there are classes.

Edge Dice only change if the dice listed for the new class are of the same type as the character's current edge dice and are more numerous. Thus, from an edge dice point of view, it is more advantageous to choose one career and stick with it rather than mix and match classes for different abilities. Multiclassing with Advanced classes (see the Advanced Character Class chapter for more information) works differently.

## CYBERNET AND MULTICLASSING

For the most part, there are few schools and Cybernet characters are not exactly among the elite of society. As such, the only education they have is what they can scrounge together in the sprawl. In this kind of environment, diverse skill sets are common because mentors do not always survive long enough to impart all of their abilities to eager young protégés and the little bit of technical information a character may pick up is rarely complete. Therefore, multiclassing in Cybernet is not only acceptable, it is often the mark of good roleplaying and fits completely within the genre.

Hellcat watched the viewcam from the passenger seat, spying on their new acquisition. He was sitting in very center of the back seat, his hands folded in his lap, those glossy black memory shades still glimmering with firing solutions and targeting reticles. Lines of ballistic mesh in his long coat betrayed its military cut, and it did not look to be some wholesale job either. That was custom armour, cut for him by someone who knew what they were doing. The pants, vest, and blast steel plated boots were the same way. All pro, all black, and top dollar all the way.

'I don't think I like him.'

Rip looked amused as he handled the wheel and cruised their new van through a couple of hairpin turns. After Cat's last driving experience, he was not prepared to fly the unfriendly skies again just yet. 'Oh? And why is that? He's the only guy we've talked to today that did not smell like a cesspit or try to stare down your cleavage.'

Hellcat shrugged. 'Yeah, well, he might be gay; jury's out on that, but he didn't check you out either.' Rip just chuckled at that, but then she went on. 'Like you said, he's clean, he's calm, and he looks like a ringer. He has his own gear, his own bunk, and if I ain't mistaken, all of his teeth.'

Rip could not help himself. He glanced at the monitor of a moment, but their passenger was still sitting in the same composed position- head forward, shoulders half-relaxed, half ready to spring. His mouth was closed, which made Rip feel like a chump even for trying it. He cut Hellcat a 'you got me' look and turned back to his driving. 'These all sound like good things to me, Cat.'

Hellcat pushed down her glasses into the 'I can't believe I have to talk down this far, but the world is full of primates' position and stared up at him. 'That's kinda the point, Rip. They are good things. Way too good. He practically walks the interview, makes sure there's no competition, and he's in just like that.'

'I've gotta wonder, Rip. What the hell does he want with us?'



# SKILLS AND FEATS - HOW THINGS GET DONE IN THE DARK

The two things that truly differentiate one Cybernet character from another by way of the rules are skills and feats. Feats are described a little later; this section is all about how skills work, how to get them for your characters, and how to use them to get your characters out of the tight spots that they inevitably find themselves in. When a vault door needs blown off its hinges or a computer is not playing nice and just giving you the pay records of every executive on the Genotech board of directors, life becomes all about your skills.

## GAINING SKILLS

At each level, a character gets skill points that are used to buy skills. The character's class and Intelligence modifier determine the number of points received. If the character buys a class skill, he or she gets 1 rank in the skill for each skill point spent. If the character buys a cross-class skill, he or she gets ½ rank per skill point spent. The maximum rank in a class skill is equal to character level + 3. The maximum rank in a cross-class skill is one-half of this number. Half a rank does not add anything to the modifier for using that skill, but it does allow a check when the skill can only be used trained.

## USING SKILLS

To make a skill check, you roll 1d20 and add the appropriate skill modifier. Skill modifiers follow a simple equation: Skill modifier = skill ranks + ability modifier + miscellaneous modifiers. Miscellaneous modifiers can be anything from synergy bonuses (we will get to those later on) to circumstantial bonuses and penalties based on where you are doing the skill and how many grenades are going off around you. To be a little more specific:

- > **Skill Ranks:** A character's ranks in a skill is based on the number of skill points the character has invested in the skill. Some skills can be used even if the character has no ranks in the skill; doing this is also called making an untrained skill check.
- > **Ability Modifier:** The ability modifier used in the skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of a skill is noted in its description.
- > **Miscellaneous Modifiers:** Miscellaneous modifiers include bonuses provided by feats and class features,

and penalties such as the ones associated with the non-proficient use of armour, among others.

## ACQUIRING SKILL RANKS

Ranks indicate how much training, experience, or innate talent a character has with a given skill. Each skill has a number of ranks, from 0 (for a skill in which a character has no training at all) to 23 (for a 20th-level character who has increased a class skill to its maximum rank). Skill modifiers can be much higher than 23 once ability bonuses, cyberware enhancements, and other factors are added in, but skill ranks themselves can never be higher than 23. When making a skill check, a character adds his or her skill ranks to the roll as part of the skill modifier.

The world of Cybernet may be a dismal place to try and keep living in sometimes, but there are a few advantages. One of them is that for every skills, there is usually some chip-pusher or burned out ex-pro in the sprawl who is willing to teach its use for a price. Unless a Games Master wishes to roleplay this process out and set his own prices for training, the game assumes that a character can always find a way to learn any skill and does so between levels of advancement. Of course, a soldier trying to find someone in the sprawl to teach him needlpoint could make for a great story, as would the reason why he'd possibly want to learn it in the first place...

For your convenience, the number of skill points gained by acquiring levels in the various classes is relisted here. Remember that *only* at the first character level, the value listed is multiplied by 4 to simulate a lifetime of experience before play begins and a character's career really starts to go downhill.

### Skill Points per Level

Class	1st-Level Skill Points	Higher-Level Skill Points
Connection	(7 + Int modifier) x4	7 + Int modifier
Corporate	(5 + Int modifier) x4	5 + Int modifier
Jacker	(9 + Int modifier) x4	9 + Int modifier
Soldier	(3 + Int modifier) x4	3 + Int modifier
Webcrawler	(7 + Int modifier) x4	7 + Int modifier
Professional	(7 + Int modifier) x4	7 + Int modifier

## SKILL CHECKS AND AUTOMATIC ROLLS

Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success when making a skill check, and a natural roll of 1 is not an automatic failure. This reflects the fact that bonuses and penalties with skills checks can often be wider than the twenty point margin of the die roll itself, and that some tasks become so simple and some people become so adept that skills failing one time in twenty just is not reasonable. By the same token, Lenny the Unclassed janitor can keep tapping away on a briefcase nuke from now until he retires before he will 'get lucky' and disarm it with a natural 20.

## Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight, like an oncoming tank (Spot)
Easy (5)	Climb down a fire escape, even while carrying a television (Climb)
Average (10)	Hear an approaching Takoma rent-a-thug (Listen)
Tough (15)	Disarm an explosive, preferably before it goes off (Demolitions)
Challenging (20)	Swim through the sewers (Swim. The Fortitude save comes later)
Formidable (25)	Break into a secure frame in the Web (Computer Use)
Heroic (30)	Leap across a thirty foot access alley with Robermans at your heels (Jump)
Superheroic (35)	Convince hostile guards that you really do belong in the exec's office (Bluff)
Nearly impossible (40)	Track a trained commando through the forests of war-torn Brazil on a moonless night after 12 days of rainfall (Survival, and a <i>lot</i> of ranks in it)

## DIFFICULTY CLASS

Some checks are made against a Difficulty Class (DC). The DC is a number set by the Games Master (using the skill rules as a guideline) that a character must attain to succeed. This number is the sum total of every condition inherent in the check itself and does not include environmental factors or aspects outside the scope of the basic skill. Those are circumstantial or synergy modifiers and they augment the check, not the Difficulty Class.

## OPPOSED (CONTESTED) CHECKS

Some skill checks are opposed checks. They are made against a randomised number, usually another character's skill check result. For ties on opposed checks, the character with the higher base skill bonus wins. If those scores are the same, the highest key ability score wins the tie. If these are also the same, every character involved rerolls the check.

### Example Opposed Checks

Attempted Action	Skill	Opposing Skill
Sneak up on a rent-a-thug	Move Silently	Listen
Con a rent-a-thug	Bluff	Sense Motive
Hide from a rent-a-thug when the last two actions fail	Hide	Spot
Win a jet car race	Drive	Drive
Pretend to be a CEO	Disguise	Spot
Steal a keychip chain	Sleight of Hand	Spot
Create a fake key card	Forgery	Forgery

## TRYING AGAIN

If a character fails a skill check, he or she can sometimes try again. Check the applicable skill description to find out if, and under what circumstances, a character can try again. Many skills have natural consequences for failing that must be accounted for. Even if these offer another try, the consequence must be suffered first. Some skills cannot be tried again once a check has failed for a particular task. If the use of a skill carries no penalty for failure, a character can 'take 20', as per the rules given below, and assume that he or she keeps trying until he or she eventually succeeds (assuming he has enough of a modifier to succeed; remember Lenny and that darn nuke?)

## UNTRAINED SKILL CHECKS

Generally, if a character attempts to use a skill he or she doesn't have any ranks in, the character makes a skill check as described. The character's skill modifier don't include skill ranks because the character doesn't have any. The character does get other modifiers, though, such as the ability modifier for the skill's key ability. Some skills can be used only if the character is trained in the skill; there are very few circumstances that will allow these skills to be used untrained.

## FAVOURABLE AND UNFAVOURABLE CONDITIONS

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier or a change to the skill check's DC. The Games Master can alter the odds of success in four ways to take into account exceptional circumstances. Exceptional circumstances happen all the time in the world of Cybernet, but then, that is what keeps the action flowing and people's heads behind cover.

- > Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character, or working under conditions that are significantly better than normal.
- > Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or possessing misleading information.
- > Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience when making a Perform check or searching for information on an extremely well documented topic with a Computer Use check.
- > Increase the DC by 2 to represent circumstances that make the task harder, such as making a Perform check in front of a hostile audience or searching for information on a very poorly documented topic with a Computer Use check.

Conditions that affect a character's ability to perform the skill change the character's skill modifier. Conditions that modify how well the character must perform the skill to succeed change

the Difficulty Class. A bonus on a character's skill modifier or a reduction in the DC of the check has the same result—they create a better chance for success. But they represent different circumstances, and sometimes that distinction is important.

## TIME AND SKILL CHECKS

Using a skill might take a round, several rounds, or even longer. It might take no time at all. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. See the skill description for specifics on how long a skill takes to use. In general, using a skill that requires concentration while in close combat is dangerous. Nearby opponents get to make attacks of opportunity against a character when he or she lets his or her guard down. When people make attacks of opportunity with firearms, bleeding happens.

## TOOLS

Some skill applications require the use of tools. If tools are needed, the specific items required are mentioned in the skill description. If the character doesn't have the appropriate tools, he or she can still attempt to use the skill, but the character takes a -4 penalty on his or her check.

A character may be able to put together some impromptu tools to make the check. If the Games Master allows this, reduce the

penalty to -2 (instead of -4) for having a set of impromptu tools. It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require a skill check as well. The same skill as the one being attempted with the tool in the first place is usually the best one to use in this circumstance.

## CHECKS WITHOUT ROLLS

A skill check represents an attempt to accomplish some goal, usually in the face of time pressure or distraction. Sometimes, though, a character can use a skill under more favourable conditions and eliminate the luck factor. Two kinds of 'diceless' skill checks exist.

- > *Taking 10:* When a character is not being threatened or distracted, he or she may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 10 (an average roll on a d20). For many relatively routine tasks, taking 10 results in a success. Distractions and threats make it impossible for a character to take 10. A character also cannot take 10 when using a skill untrained, though the Games Master may allow exceptions for truly routine activities.
- > *Taking 20:* When a character has plenty of time, is faced with no threats or distractions, and the skill being attempted carries no penalty for failure, a character can take 20. Instead of rolling 1d20 for the skill check, calculate the result as if the character had rolled a 20. Taking 20 is the equivalent of attempting the check over and over again until the character gets it right. Taking 20 takes twenty times as long as making a single check (2 minutes for a skill that can normally be checked in 1 round).

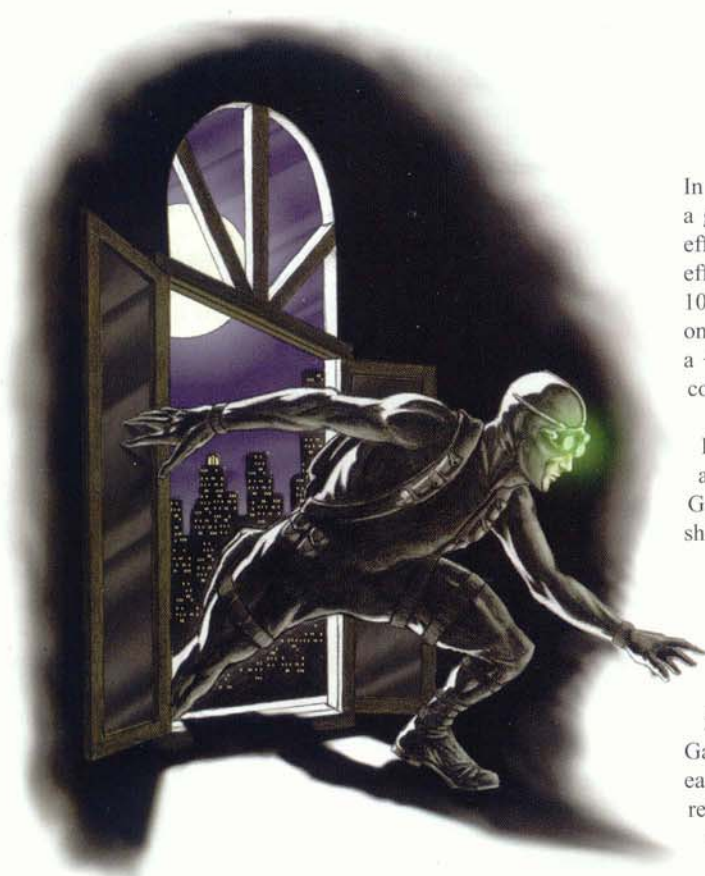
## AIDING ANOTHER

In some situations, characters can co-operate to accomplish a given task. One character is designated as the leader in the effort, while the others try to aid the character in his or her efforts. A character aids another by making a skill check (DC 10). This is an attack action, and the character cannot take 10 on this check. If the check succeeds, the character's ally gains a +2 circumstance bonus to apply to his or her skill check to complete the task.

In many cases, a character's help will not be beneficial or only a limited number of characters can help at the same time. The Games Master may always limit aid another attempts as he or she sees fit for the conditions.

## SKILL SYNERGY

Sometimes, the Games Master may decide that having one skill provides a bonus when a character uses another skill in certain situations. The character must have at least 5 ranks in the related skill to gain this synergy bonus, and the Games Master must agree that the two skills can complement each other in the given situation. In such cases, the character receives a +2 synergy bonus on the skill check. Certain skills list an inherent synergy bonus in their description.



## MODIFIER TYPES AND STACKING

A modifier provides a bonus (a positive modifier, such as a bomb built with nice little labels on all the important wires) or a penalty (a negative modifier, such as a bomb built with every wire the same thickness and colour and little labels that are all lying) to a die roll. Every applicable modifier, positive *and* negative, is added to the check result, but special attention must be given to named modifiers.

Bonuses with specific descriptors, such as 'equipment bonus,' generally do not stack (combine for cumulative effect) with others of the same type. In those cases, only the best bonus of that type applies.

The only specific bonuses that stack are dodge bonuses, synergy bonuses, and sometimes circumstance bonuses. Circumstance bonuses stack only if they're provided by differing circumstances; if two circumstance bonuses caused by similar circumstances apply, they do not stack.

Specific bonuses that don't stack include competence, cover, equipment, morale, natural armour, and size.

Any bonus without a descriptor (such as simply a +1 bonus) stacks with other bonuses. All penalties stack, regardless of their descriptors.

## SKILL DESCRIPTIONS

In OGL Cybernet, skills are presented in alphabetical order in the following format. The first line of every skill listing includes the following:

- > Skill Description Format
- > Skill Name (Key Ability)
- > Trained Only; Armour Penalty (if applicable)
- > Key Ability: The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have 'None' given as their key ability because the use of these skills never requires a check

Below the primary skill line, the following information is given:

- > Check: What a character can do with a successful skill check, and the check's DC. The majority of the skill's entry occurs in this section.
- > Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.
- > **Special:** Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.
- > Untrained: Any details about using a skill untrained. If this entry does not appear, it means the skill works the same even when used untrained, or that an untrained character cannot make checks with this skill (true for skills that are designated 'Trained Only').
- > Time: How much time it takes to make a check with this skill.

When reading a skill description, keep the following details in mind:

- > Trained Only: If 'Trained Only' appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If 'Trained Only' is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).
- > Armour Penalty: If 'Armour Penalty' appears on the line beneath the skill name, apply the armour penalty for the armour the character is wearing to checks involving this skill.

## BALANCE (DEX) ARMOUR PENALTY

*Fifteen feet to go, but they might as well be fifty or five thousand, because they are in the form of a one inch railing along the edge of the Nokomo building. It's a forty storey fall if you blow this, boyo.*

**Check:** The character can walk on a precarious surface. A successful check lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her move action keeping his or her balance and does not move. A failure by 5 or more indicates that the character falls. The difficulty varies with the conditions of the surface. A damaging surface is any walking area that causes the character to take damage while he is contiguous with it, such as a burning window ledge or the acid-covered rim of an industrial vat.

Narrow Surface	DC*	Difficult Surface	DC
7-12 in. wide	10	Uneven or angled	10
2-6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20	Damaging surface	+5

\*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

**Being Attacked While Balancing:** While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Defence, if the character has one), unless the character has 5 or more ranks in Balance. If the character takes damage, he or she must make a Balance check again to remain standing.

**Accelerated Movement:** The character can try to cross a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Balance check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a -5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.

**Special:** A character can take 10 when making a Balance check, but cannot take 20. A character with the Focused feat gets a +2 bonus on all Balance checks.

**Time:** Balancing while moving one-half the character's speed is a move action. Accelerated movement, allowing the character to balance while moving his or her full speed, is also a move action.

## BLUFF (CHA)

*You almost made it clear, but now you've got a 28 large a year rent-a-thug with his gun at your chest asking to see some identification. Better make this good.*

**Check:** A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favourable and unfavourable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character; the bluff is hard to believe or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it is important, the Games Master can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe.

A bluff requires interaction between the character and the target. Targets unaware of the character cannot be bluffed.

**Feinting in Combat:** A character can also use Bluff to mislead an opponent in combat so that the opponent cannot dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target ignores his or her Dexterity bonus to Defence (if the opponent has one), thus lowering his or her Defence score. Using Bluff in this way against a creature of animal intelligence (Int 1 or 2) requires a -8 penalty on the check. Against a non-intelligent creature, feinting is impossible.

**Creating a Diversion to Hide:** A character can use Bluff to help him or her hide. A successful Bluff check gives the character

the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill.)

**Sending a Secret Message:** A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realises that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

**Try Again?:** Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely.

**Special:** A character can take 10 when making a bluff (except for feinting in combat), but cannot take 20.

A character with the Deceptive feat gets a +2 bonus on all Bluff checks.

**Time:** A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate. Using Bluff as a feint in combat is an attack action.

## CLIMB (STR) ARMOUR PENALTY

*When you find the rave-ganger who thought it would be funny to spray plastilube all over these ladder rungs, you are going to make a bobble hat out of his skull.*

**Check:** With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Climb check indicates that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5. Since the character cannot move to avoid an attack, he or she is flat-footed while climbing

### Sense Motive Example Circumstances

	Modifier
The target wants to believe the character.	-5
The bluff is believable and doesn't affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizeable ledges to hold on to and stand on, such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed without special cyberwear.

Modifiers	Condition
-10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
-5*	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

\*These modifiers are cumulative; use any that apply.

(the character loses any Dexterity bonus to Defence). Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his or her current height and sustains the appropriate falling damage.

**Accelerated Climbing:** A character can try to climb more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Climb check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

**Making Handholds and Footholds:** A character can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

**Catching Yourself When Falling:** It's practically impossible for a character to catch him or herself on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

**Special:** Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load to determine how much weight he or she can lift.

A character can take 10 while climbing, but cannot take 20.

A character without climbing gear takes a -4 penalty on Climb checks. At the Games Master's discretion, certain kinds of climbing attempts might require only a rope or some other

implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty.

A character with the Athletic feat gets a +2 bonus on all Climb checks.

**Time:** Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action. Accelerated climbing, allowing the character to climb at his or her full speed, is a full-round action. A character can move half that far (one-half his or her speed) as a move action.

## COMPUTER USE (INT) TRAINED ONLY

*You hate these damn things, and the feeling seems to be mutual. Sucks for you that they run the world now. Next time, keep in mind that computers don't work well with bullet holes in them.*

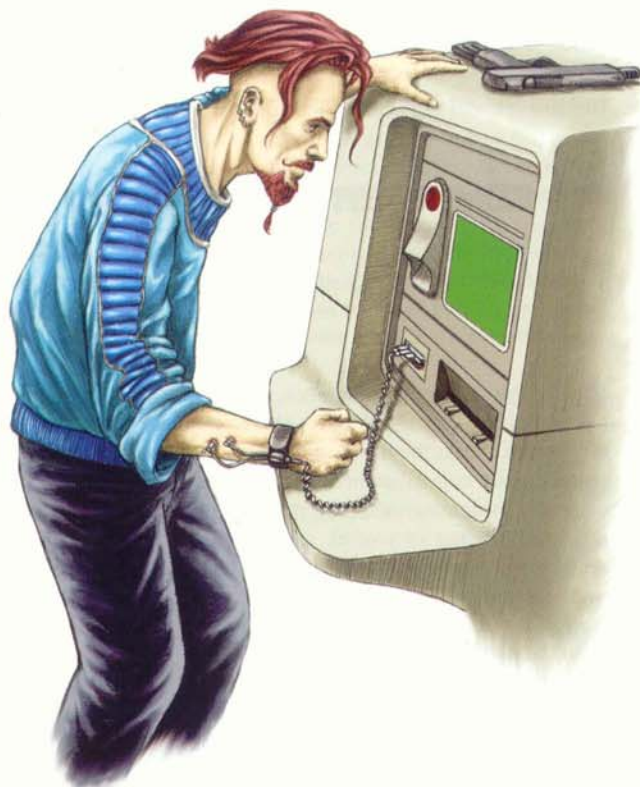
**Check:** Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

**Note:** This skill only relates to non-invasive computer systems (also called terminals or analogue systems) and for the initial phase of entering the Web (also called jacking or 'going deep'). Most other actions involving the Web are covered in the Web chapter.

**Find File:** This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching. Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

**Defeat Computer Security:** The DC of this application of Computer Use is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system. Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).



Level of Security	DC
Green (Minimum)	20
Yellow (Average)	25
Red (Exceptional)	35
Black (Maximum)	40

**Computer Hacking:** Breaking into a secure computer or network is often called hacking. This kind of hacking is not the same as the Hack action discussed in the Web chapter. When a character hacks at an analogue site, he or she attempts to invade a computer system (also called a frame). A frame is a physical or virtual location containing files, data, or applications. These frames can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it is considered a new session.

Several steps are required to hack into an analogue site:

- > *Covering Tracks:* This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a –5 penalty on any attempt made to identify the character if his or her activity is detected.
- > *Access the Site:* There are two ways to do this: physically or over the Internet.
- > *Physical Access:* A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.
- > *Web Access:* Reaching a site over the Web without going immersive requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.
- > *Locate What You Are Looking For:* To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

- > **Defeat File Security:** Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.
- > **Do Your Stuff:** Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

**Defend Security:** If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One sure-fire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that cannot be interrupted), it may be time-consuming or even impossible. A frame defender can also attempt to identify the intruder; to do so, make an opposed Computer Use check against the intruder. If the defender succeeds, he learns the site from which the intruder is operating (if it is a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

This application of the skill can also be used to intercept a cell phone conversation if the character has a cellular interceptor or a multituner cybear modification. The DC is 35, or 25 if the character knows the number of the phone that initiated the call.

**Degrade Programming:** A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a -4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer. Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

**Write Program:** A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task. A specific task, in this case, is one type of operation with one target. The DC to write a program is 20, modified by +5 for every level of security above Yellow of the frame the program is expected to run in. The time required to program is 1 hour plus one for every security level above Yellow.

**Operate Remote Device:** Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorised use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

**Special:** A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.) Writing a program to accomplish these tasks allows them to be done with a time delay, by remote access, or in a way that does not require immediate action on the part of the character; see above.

**Special:** A character with the Gearhead feat gets a +2 bonus on all Computer Use checks.

**Time:** Computer Use requires at least a full-round action. The Games Master may determine that some tasks require several

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Other*	Varies	Varies

\* The Games Master should set the parameters for programs written with other intentions in mind. These should fall within the same numbers and time variables as other tasks. Programming that takes place entirely in the Web follows its own set of rules found in the Web chapter.



rounds, a few minutes, or longer, as described above.

### CONCENTRATION (CON)

*Strange as it might seem, the continuous thundering of your partner's arm cannon and the screams of pain down the hall are making it hard to focus on this lock you are supposed to be picking.*

**Check:** A character makes a Concentration check whenever he or she may potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires the character's full attention. Such actions include using skills that provoke attacks of opportunity while in a threatened square. In general, if an action would not normally incur an attack of opportunity, a character doesn't need to make a Concentration check to avoid being distracted. If the check succeeds, the character may continue with the action. If the Concentration check fails, the action automatically fails. The check DC depends on the nature of the distraction.

**Try Again?:** Yes, though a success doesn't cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.

**Special:** By making a check against DC 15, a character can use Concentration to attempt an action defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might incur attacks of opportunity (such as moving). If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of opportunity. A successful Concentration check still doesn't allow a character to take 10 on a check when he or she is in a stressful situation; the character must roll the check as normal. If the Concentration check fails, the related action automatically fails (with any appropriate ramifications), and the action is wasted, just as if the character's concentration had been disrupted by a distraction.

**Special:** Since Concentration checks are called for in stressful situations, a character cannot take 10 or take 20 on such checks.

A character with the Focused feat gets a +2 bonus on all Concentration checks.

**Time:** Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

### CRAFT (INT) *SOME TRAINED ONLY*

*In the world of prefabricated, snap together everything, it's nice sometimes to just sit back, grab a few tools, create something beautiful, and blow away anyone who tries to take it from you.*

#### Distraction

Distraction	DC
Damaged during the action *	10 + damage dealt
Taking continuous damage during the action **	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in rough water, below decks in a storm-tossed ship, riding a horse)	10
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

\* Such as an activity that requires more than a single full-round action. Also from an attack of opportunity or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).

\*\* Such as from catching on fire.

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing). Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but cannot take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no Wealth check is required to use the skill).

### CRAFT (CHEMICAL) (INT) *TRAINED ONLY*

*Always remember; as soon as you mix the blue plastic and the yellow plastic, you need to throw the green plastic as hard as you can at someone you don't like. You might also want to duck.*

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

**Acids and Bases:** Acids are corrosives substances. Bases neutralise acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Type of Chemical	Purchase DCs	Craft DCs		Time
		Acid	Base	
Mild (1d6/1d10) *	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

\* The dice rolls in parentheses are typical splash damage/immersion damage caused per round of exposure to the acid.

**Explosives:** Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Purchase DC	Craft DC	Time
Improvised (1d6/5 feet) *	6	10	1 round
Simple (2d6/5 feet)	12	15	10 min.
Moderate (4d6/10 feet)	16	20	1 hr.
Complex (6d6/15 feet)	20	25	3 hr.
Powerful (8d6/20 feet)	25	30	12 hr.
Devastating (10d6/25 feet)	30	35	24 hr.

\* The figures in parentheses are typical damage/burst radius for each type of explosive.

**Poisonous Substances:** Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarises the characteristics of various poisons.

*Save DC:* The Difficulty Class of the Fortitude save to negate the effects of the poison.

## Common Cybernet Poisons

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a (plant)	n/a (plant)
Blue Shakes	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue Rose Thorn	Injury	15	1d4 Con	1d6 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Sleep 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform *	Inhaled	17	Sleep 1d3 hours	-	9	Res (+2)	24	4 hr.
Curare-X	Injury	19	2d4 Dex	2d4 Wis	15	Res (+2)	18	2 hr.
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Coldfire	Injury	18	1d6 Con	1d6 Con + 1d6 Str	18	Illegal (+4)	33	24 hr.
DDT	Inhaled	17	1d2 Str	1d4 STR	9	Lic (+1)	20	4 hr.
Knockout Gas	Inhaled	18	1d3 Dex	Sleep 1d3 hours	12	Res (+2)	26	8 hr.
Mustard Gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Pestilenz (gas)	Inhaled	16	1 Con	3d6 Con	16	Illegal (+4)	33	14 hr.
Sarin-9 (gas)	Inhaled	20	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/Spider Venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Snake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Stumblemind	Ingested/Injury	16	1d4 Int	1d6 Int + 1d6 Wis	12	Lic (+1)	19	3 hr.
Tear Gas	Inhaled	15	Blinded 1d6 rnds.	-	9	Res (+2)	21	4 hr.
V2X nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.
Winter	Injury	20	1d8 Dex	1d8 Dex	20	Illegal (+4)	35	20 hr.
Yes Juice	Ingested	18	Unable to lie	1d2 Con	16	Res (+2)	26	11 hr.

\* Chloroform gives off vapour that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

n/a: Certain poisons cannot be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

**Initial Damage:** The damage a character takes immediately upon failing his or her Fortitude save.

**Secondary Damage:** The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

**Purchase DC:** The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

**Restriction:** The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

**Craft DC:** The DC of the Craft check to create a quantity of the poison.

**Time:** The amount of time required for the Craft check. If the Craft check succeeds, the final product is a synthesised solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurised cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

**Special:** A character without a chemical kit takes a -4 penalty on Craft (chemical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (chemical) checks.

## CRAFT (ELECTRONIC) (INT) TRAINED ONLY

*Technology surely is the greatest tool of the System next to fear, but in the hands of someone very creative and just a little psychotic, it does a good job tearing it down too.*

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices. When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamesmaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Electronics (Examples)	Purchase DC	Craft DC	Time
Simple (timer or detonator)	8	15	1 hr.
Moderate (radio direction finder, electronic lock)	12	20	12 hr.
Complex (cell phone)	16	25	24 hr.
Advanced ('analogue' computer)	22	30	60 hr.
Extreme (invasive Web computer rig)	25	35	100 hr.

**Special:** A character without an electrical tool kit takes a -4 penalty on Craft (electronic) checks.

A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

## CRAFT (MECHANICAL) (INT) TRAINED ONLY

*Everyone is a slave to the machines. They are around us, under us, above us, and inside of us. Being able to build them may not make us even, but it's better than letting someone else do it.*

This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armour, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Games Master decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Mechanical Device (Examples)	Purchase DC	Craft DC	Time
Simple (tripwire trap)	5	15	1 hr.
Moderate (engine component, light armour)	12	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet engine)	20	30	60 hr.
Extreme (main battle tank)	25	35	100 hr.

**Special:** A character without a mechanical tool kit takes a -4 penalty on Craft (mechanical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

## CRAFT (PHARMACEUTICAL) (INT) TRAINED ONLY

*Pills for the flu, pills for the cold, pills to make you feel better, pills to make you feel worse. I've even got pills to make you feel nothing at all. So, what's your poison?*

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it. By the same token, the medicine that heals can also harm. The Purchase DC for a given illicit drug in the Equipment chapter is cross referenced with the one listed here to determine how long it takes to make ten doses of the drug and the base Craft DC to do so. Certain drugs have a DC modifier to their craft checks, as noted in their description.

Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15–18	10	20	3 hr.
19–22	15	25	6 hr.
23 or higher	20	30	12 hr.
Bioviral Weapons	25 (if available)	35	4d10 hr.

**Special:** A character without a pharmacist kit takes a –4 penalty on Craft (pharmaceutical) checks.

A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

## CRAFT (STRUCTURAL) (INT)

*This is the world they want you to live in and no matter what you do, the sprawl is the sprawl, right? Sure, on the outside, but they don't control what you do on the inside. Got tools?*

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets. This skill can be a godsend in the pre-fab world of Cybernet, and is consequently both rare and precious.

Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (locking armoured gun case, shed with power)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house, assuming space and permits can be obtained)	20	30	600 hr.
Extreme (apartment complex)	30	35	6,000 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Games Master decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

**Special:** A character without a mechanical tool kit takes a –4 penalty on Craft (structural) checks.

A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

## CRAFT (VISUAL ART) (INT)

*You have one shot to make this work. Takoma thugs are out playing roustabout with the homeless but instead of a gun, you've got a vidcorder. Smile, fellas; you're about to make the Nightly news.*

This skill allows a character to create paintings or drawings, take photographs, use a video unit, or in some other way create a work of visual art. Even the bleak world of Cybernet still has an edge of high fashion and glamour to it; someone has to design all those things. When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work. Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project. Work of an Expert or Master quality can raise a character's Reputation score. Make a Reputation test, adding +1 for an Expert work or +2 for a Master work, against a DC of 20. If the test is successful, the artist's reputation goes up 1 point. Artistic endeavours can never raise a character's



Reputation score by more than +5, and only one test can be made every 6 months.

**Special:** A character with the Creative feat gets a +2 bonus on all Craft (visual art) checks.

## CRAFT (WRITING) (INT)

*It is not about the words; it is about the right to use them. The Web is not just about control; it is about dissemination. Write one article, have 1 billion people see it in an hour. Now that's power.*

This skill allows a character to create short stories, Web novels, Holowood scripts, e-zine articles and columns, and similar works of writing. When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work. Unlike visual art, no Wealth check is necessary to use this Craft skill.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project. Work of an Expert or Master quality can raise a character's Reputation score. Make a Reputation test, adding +1 for an Expert work or +2 for a Master work, against a DC of 20. If the test is successful, the artist's reputation goes up 1 point. Writing endeavours can never raise a character's Reputation score by more than +5, and only one test can be made every 6 months.

**Special:** A character with the Creative feat gets a +2 bonus on all Craft (writing) checks.

## DECRYPTION (INT) TRAINED ONLY

*You are in the Web, you've pulled the lock down command that puts eight steel barriers between the guards and your team, but it's encrypted. You have five minutes before things go to hell. Good luck.*

**Check:** A character can decipher writing in an ancient language or, more often, in code. This can also be used to interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic

messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the Games Master makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.) The Games Master secretly makes both the skill check and the Wisdom check so the character cannot tell whether the conclusion drawn is accurate or not.

**Try Again?:** No, unless conditions change or new information is uncovered.

**Special:** A character can take 10 when making a Decryption check, but cannot take 20.

A character with the Studious feat gets a +2 bonus on all Decryption checks.



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**Time:** Decryption takes 1 full round or more, depending on the complexity of the code. The Games Master determines how long this skill actually takes, but mechanical aid usually helps.

## DEMOLITIONS (INT) *TRAINED ONLY*

*If you only learn one thing this time around on the planet Earth, make it this. Any time you see a digital readout going backwards, run like hell. Trust me on this one.*

**Check:** Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

**Set Detonator:** Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

**Complicate Diffusion:** A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

**Place Explosive Device:** Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximise the damage dealt by exploiting vulnerabilities in the structure's construction. The Games Master makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

**Disarm Explosive Device:** Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

**Special:** A character can take 10 when using the Demolitions skill, but cannot take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks.

A character without a demolitions kit takes a -4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

**Time:** Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

## DISABLE DEVICE (INT) *TRAINED ONLY*

*You need a car and you need it now. The people behind you with the very large weapons are the reason why. No time to be choosy about this. Grab your tools and go window shopping... with a brick.*

**Check:** The GM makes the Disable Device check so that the character does not necessarily know whether he or she has succeeded. This skill can accomplish several different things, all of which a given character can attempt assuming he has the proper equipment on hand to do so.

**Open Lock:** A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Some cybergear and computer options alleviate the need for a separate piece of equipment. The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (average corporate vault)	40
Ultra-high security (maximum security vault)	50

**Disable Security Device:** A character can disable a security device, such as an electric fence, motion sensor, engine kill switch, or security camera. The character must be able to reach the actual device unless some remote way of dealing with it exists (though this is usually covered by Computer Use in such an instance). If the device is monitored, the fact that the character attempted to disable it will probably be noticed. Note that this skill just circumvents security; use the Technical skill to accomplish tasks like hotwiring vehicles and tapping into monitor feeds.

When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (apartment door alarm)	20
Average (business security camera)	25
High quality (business motion detector)	30
High security (corporate vault alarm)	35
Ultrahigh security (motion detector at a megacorp)	40

**Traps and Sabotage:** Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If

it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally. With this skill, a character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use). Building anything more permanent also requires use of the Craft (structural) skill and additional time.

**Try Again?:** Yes, though the character must be aware that he or she has failed in order to try again.

**Special:** A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering from being noticed.

Possessing the proper tools and/or cybergear gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic tool kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a -4 penalty on your check.

A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.

**Time:** Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

## DISGUISE (CHA)

*You just jacked the largest armoured job in the history of your sprawl. Cops are all over the place, and they don't seem happy about being pulled off break. The last thing you want to do is look like yourself right now.*

**Check:** A character's Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how well his or her disguise holds up to scrutiny.

If the character does not draw any attention to him or herself, however, others don't get to make Spot checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Spot check. (The GM can assume that such observers take 10 on their Spot checks.) The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	-2
Disguised as different age category	-2 *

\* Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Familiarity	Bonus
Recognises on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting the character and each



LSW03

## ESCAPE (DEX) *ARMOUR* *PENALTY*

*There's a trick to getting out of any confinement; don't get caught. Barring that, a pick in your cuff, a little grease stuck behind your ear, and the ability to get medieval on your own joints help too.*

**Check:** Make a check to escape from restraints or to squeeze through a tight space.

Restraint	DC of Escape Check
Ropes	Opponent's Dex check +20
Net	20
Handcuffs	35
Tight space	30
Grappler	Opponent's grapple check

For ropes, zip ties, limb cuffs, and chains, a character's Escape check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his or her Dexterity check. Note that memory glass manacles cannot be gotten out of with the Escape skill, though they can be broken.

For a tight space, a check is only called for if the character's head fits but his or her shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. A character cannot fit through a space that his or her head doesn't fit through.

A character can make an Escape check opposed by his or her opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is an attack action, so if the character escapes the grapple he or she can move in the same round.

**Try Again?:** A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he or she is not being actively opposed.

**Special:** A character can take 10 on an Escape check. A character can take 20 if he or she is not being actively opposed (a character can take 20 if he or she is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).

A character with the Nimble feat gets a +2 bonus on all Escape checks.

**Time:** Making a check to escape from being bound by ropes, handcuffs, or other restraints (except a grappler) requires 1 minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

hour thereafter. If the character casually meets many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group (assuming they take 10).

**Try Again?:** No, though the character can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.

**Special:** A character can take 10 or take 20 when establishing a disguise.

A character without a disguise kit takes a -4 penalty on Disguise checks.

A character with the Deceptive feat gets a +2 bonus on all Disguise checks.

A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

**Time:** A Disguise check requires 1d4 x 10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

## DRIVE (DEX) *TRAINED ONLY*

*As long as the road is open or there's nothing in it hard enough to stop you, driving is the closest thing to true freedom there is in this world. Anyone thinking differently is a speed bump.*

**Check:** Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple manoeuvres or stunts. See the chapter Freewheeling: Life Behind the Wheel for more details.

**Try Again?:** Most driving checks have consequences for failure that make trying again impossible.

**Special:** A character can take 10 when driving, but cannot take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a -4 penalty on Drive checks.

**Time:** A Drive check is a move action.



## ETIQUETTE (CHA)

*Have we been playing 'Let's make friends with a rocket launcher' again? You know, Bulldozer; that trick never works...*

**Check:** A character can change others' attitudes with a successful check (see the table below). In negotiations, participants roll opposed Etiquette checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party. Etiquette can be used to influence a Games Master character's attitude.

The Games Master chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Etiquette skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table on the next page.

Etiquette is directly affected by the Allegiances rules from the Fame, Fortune, and Other Hazards of Having a Life chapter. Review those rules when adjudicating any use of this skill. Extended use of this skill is also how Contacts are developed. See the same chapter for further rules on that aspect of the Etiquette skill in action.

**Try Again?:** Generally, trying again does not work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile. The Games Master is the final authority on retries of this skill, but second chances should be expensive in time, gifts, or both.

**Special:** A character can take 10 when making a Etiquette check, but cannot take 20.

A character with the Trustworthy feat gets a +2 bonus on all Etiquette checks.

**Time:** Etiquette is at least a full-round action. The Games Master may determine that some negotiations require a longer period of time.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

### Difficulty Table for Etiquette Checks

Initial Attitude	New Attitude				
	Hostile	Unf.	Indif.	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

## Bribery and Etiquette

Offering money or another form of favour can, in the right situation, improve a character's chances with a Etiquette skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.

An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Etiquette check automatically fails if a bribe isn't attached to it. If a bribe isn't required, a hero can add a bribe to get a bonus on his or her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities.

To bribe a character, make a Wealth check. Typical DCs are shown on below, but the Games Master may modify the DC as he or she sees fit. If the hero succeeds in the check, he or she gains a +2 bonus on the Etiquette check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

Bribe Target	Purchase DC
Rave Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10
Corporate Exec	15

## FORGERY (INT) *SOME TRAINED ONLY*

*I once knew this guy in the east quad who got too much high combat gear installed and went cybermad. He used to print his own money on human flesh using crayons. It worked for a while 'cause, well, would you wanna tell him it was fake?*

**Check:** Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

Document Type	Check Modifier	Examination Time
Simple (forged e-mail, business digicard)	+0	10 min.
Moderate (Web letterhead, business form)	-2	20 min.
Complex (stock certificate, vehicular permit)	-4	1 hr.
Difficult (international transit visa)	-8	4 hr.
Extreme (executive security pass)	-16	24 hr.

Familiarity*	Modifier
Unfamiliar (seen once for less than a minute)	-4
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+4
Forger has produced other documents of same type	+4
Document includes specific signature	-4
Document is an immersive Web file only	-2

\* Use all modifiers that apply from this list.

Some documents require security or authorisation codes, whether authentic ones or additional forgeries. The GM makes the character's check secretly so the character is not sure how good his or her forgery is. A forger is allowed to know the check result and gains a retry if the document's final check is 10 or less. Quality is hard to judge, but a lousy piece of work is recognizable to all. Only moderate level forgeries can be attempted without at least one rank in this skill.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The examiner gains bonuses or penalties on his or her check as given in the table below.

Examiner's Condition	Modifier
Type of document unknown to examiner	-4
Type of document somewhat known to examiner	-2
Type of document well known to examiner	+0
Document is put through additional tests *	+4
Examiner only casually reviews the document *	-2
Document requires voice screen and/or retinal print	+2

\* Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favourable circumstances for the examiner's opposed Forgery check) as determined by the Games Master.



**Try Again?:** No, since the forger isn't sure of the quality of the original forgery.

**Special:** To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

A character can take 10 when making a Forgery check, but cannot take 20.

A character with the Meticulous feat gets a +2 bonus on all Forgery checks.

A character without a forgery kit takes a -4 penalty on Forgery checks.

**Time:** Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

## GAMBLE (WIS)

*Life's a gamble. Rolling out of a van with a shotgun and your sprawl mates to get some food from a megamall, that's a gamble. Poker's just a game. Sit down; we'll deal you in.*

**Check:** To join or start a game, a character must first pay a stake. The character sets the purchase DC of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). A character cannot take 20 when purchasing a stake.

If the stake is within the character's means (it is equal to or less than his or her Wealth bonus), the character stands no chance of winning any significant amount. The character might come out ahead, but the amount is not enough to affect his or her Wealth bonus. Since paying the stake didn't cost any points of Wealth bonus, the character doesn't lose anything either. If the stake is higher than the character's Wealth bonus (before applying any reductions from purchasing the stake), the character gets a +1 bonus on his or her Gamble check for every point the purchase DC is above the character's Wealth bonus.

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier equal to the stake purchase DC. Regardless of the stake purchase DC, the house does not get a bonus on its Gamble check for the purchase DC.) If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check.

If the character beats all other participants, he or she wins and gains an increase to his or her Wealth bonus. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants. Gambling is a risky proposition, but it is also one that can only be attempted infrequently with any real success. Every Gamble check made within the same month suffers a cumulative -1 circumstance penalty and a character can never

benefit from more than a total of +5 to their current Wealth score at any one time.

Check Result Difference	Wealth Bonus Increase
1-9	+1
10-19	+2
20-29	+3
30-39	+4
40 or more	+5

**Try Again?:** No, unless the character wants to put up another stake.

**Special:** A character cannot take 10 or take 20 when making a Gamble check.

A character with the Confident feat gets a +2 bonus on all Gamble checks.

**Time:** A Gamble check requires 1 hour.

## GATHER INFORMATION (CHA)

*Back before the sprawls ate the world, people used to call looking for data 'shaking the trees'. We ain't got trees any more, except in corporate parks, and shaking those is likely to get you arrested.*

**Check:** By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighbourhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information. If the situation does not require the expenditure of money, no Wealth check is necessary. Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

Type of Information	DC	Purchase DC
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

General information concerns local happenings, rumours, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more

expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.

**Try Again?:** Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

**Special:** A character can take 10 when making a Gather Information check, but cannot take 20.

A character with the Trustworthy feat gets a +2 bonus on all Gather Information checks.

**Time:** A Gather Information check takes 1d4+1 hours.

## HIDE (DEX) ARMOUR PENALTY

*In hindsight, calling the entire Hauptmann squad a bunch of Germanic throwbacks was not the brightest move of your life. Better find a hole to duck into, or it just might have been your last.*

**Check:** A character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running, or charging.

The Hide check is also modified by the character's size:

Size	Modifier	Size	Modifier
Fine	+16	Large	-4
Diminutive	+12	Huge	-8
Tiny	+8	Gargantuan	-12
Small	+4	Colossal	-16
Medium	+0		

If people are observing the character, even casually, he or she can not hide (though talents or feats might alter this). The character can run around a corner so that he or she is out of sight and then hide, but the others then know at least where the character went. Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character cannot hide if he or she has less than one-half cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

**Creating a Diversion to Hide:** A character can use the Bluff skill to help him or her hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, he or she can make a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot

for every rank the character has in Hide.) This check, however, is at a -10 penalty because the character has to move fast.

**Tailing:** Also called shadowing, a character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a Spot check (opposed by the character's Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.

**Special:** A character can take 10 when making a Hide check, but cannot take 20.

A character with the Stealthy feat gets a +2 bonus on all Hide checks.

**Time:** A Hide check is an attack action.

## INTIMIDATE (CHA OR STR, CHARACTER'S CHOICE)

*Hello there. Sleep well? I'd like to introduce you to Bulldozer. He isn't very social, but he really wanted to meet you. I do hope you'll reconsider telling us that passcode. I'll leave the two of you to get acquainted. Oh, mind his muzzle. I am not sure I tightened it properly and he has a tendency to eat people if it comes off.*

**Check:** With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's level check (1d20 + the target's character level or Hit Dice). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. (That is, the target retains his or her normal attitude, but will answer questions, offer limited help, or take simple actions on the character's behalf while intimidated.) Circumstances can dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do. The character cannot force someone to obey his or her every command or do something that endangers that person's life. If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

**Try Again?:** No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again does not help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

**Special:** A character can take 10 when making an Intimidate check, but cannot take 20.

A character immune to fear effects through cyberwear cannot be intimidated.

A character may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a -2 penalty to his or her check for every size category the character is smaller than his or her target.

A character with the Confident feat gets a +2 bonus on all Intimidate checks and on level checks to resist intimidation.

**Time:** An Intimidate check is a full-round action

## INVESTIGATE (INT) TRAINED ONLY

*Digital note to self: Have examined the crime scene and indexed the various body parts of the victim and the seven hundred and thirteen individual bullet casings found nearby. Don't quote me, but I am pretty sure I can lock down the cause of death.*

**Check:** A character generally uses Search to discover clues and Investigate to analyse them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.

**Analyse Clue:** The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.

The base DC to analyse a clue is 15 – the time that has elapsed since the clue was left, and whether or not the scene was disturbed, modify the DC.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

**Collect Evidence:** The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit or a forensic sensor cyberoptic option. To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyse the material.

This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character

to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.

**Try Again?:** Generally, analysing a clue again does not add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take. If either of these things occur, an investigator can gain another retry, but the first check must be made with all the available evidence that has been identified.

**Special:** A character can take 10 when making an Investigate check, but cannot take 20.

Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his or her check.

A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.

**Time:** Analysing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

## JUMP (STR) ARMOUR PENALTY

*Any chromed-out gunner can pump the power to his cyberleapers and make a two story leap, but how many of them can land on their feet on the other end?*

**Check:** The DC and the distance the character can cover vary according to the type of jump the character is attempting. The character's Jump check is modified by his or her speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If the character's speed is less than 30 feet, he or she takes a penalty of -6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the Jump skill and succeeds on a check, the character lands on his or her feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a Jump check untrained, the character lands prone unless he or she beats the DC by 5 or more. Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

**Long Jump:** This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal distance. The DC for the jump is equal to the distance jumped (in feet) + 5. The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed. All Jump DCs covered for a Long Jump assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump Distance	DC *	Long Jump Distance	DC *
5 feet	10	20 feet	25
10 feet	15	25 feet	30
15 feet	20	30 feet	35

\* Requires a 20-foot move. Without a 20-foot move, double the DC.

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

**High Jump:** This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is 2 + the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below. Some cyberwear impacts the maximum distance of a high jump; this will be listed along with its effect in the item's description. All Jump DCs covered here for the High Jump assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump Distance	DC *	High Jump Distance	DC *
1 foot	6	5 feet	22
2 feet	10	6 feet	26
3 feet	14	7 feet	30
4 feet	18	8 feet	34

\* Requires a 20-foot move. Without a running start, double the DC.

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a Climb check (DC 15). If the character fails the Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

The difficulty of reaching a given height varies according to the size of the character or creature. Generally, the maximum height a creature can reach without jumping is given in the table below. (As a Medium-size creature, a typical human can reach 8 feet without jumping.) If the creature is long instead of tall, treat it as one size category smaller. Again, keep in mind that some cybergear can change the number given here.

Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	0.5 ft.

**Hop Up:** The character can jump up onto an object as tall as his or her waist with a Jump check (DC 10). Doing so does count as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start). The *leaping* modification to cyberlegs allows this kind of jump to occur without counting as 10 feet of movement.

**Jumping Down:** If the character intentionally jumps from a height, he can take less damage than if he just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start). If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did. The *leaping* modification to cyberlegs increases the 'grace distance' of a jump down to 20 feet.

**Special:** Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed.

A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20.

A character with the Acrobatic feat gets a +2 bonus on all Jump checks. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move.

**Synergies:** Tumble can provide a +2 synergy bonus on Jump checks.

**Time:** Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

## KNOWLEDGE (INT) *SOME TRAINED ONLY*

*I am gonna let you in on a secret, boyo. Anyone can become a killing machine; it just takes creds and connections. The only thing that separates one from the other is what they know, not what gun they are packing.*

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below. The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories, as other skills, talents, feats, and synergies are based off the categories listed below and new ones may not fit well into a given campaign.

**Check:** A character makes a Knowledge check to see if the character knows something. The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fifteen Knowledge categories, and the topics each one encompasses, are as follows:

- > Appraisal: The fine art of studying goods and determining their worth, as noted above.
- > Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.
- > Behavioural Sciences: Psychology, sociology, and criminology.
- > Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.
- > Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.
- > Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.
- > Earth and Life Sciences: Biology, botany, genetics, geology, and palaeontology. Medicine and forensics.
- > History: Events, personalities, and cultures of the past. Archaeology and antiquities.
- > Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.
- > Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.
- > Streetwise: Street and urban culture, local underworld personalities and events.
- > Tactics: Techniques and strategies for disposing and manoeuvring forces in combat.
- > Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices. This includes knowledge of cybertechnology.

- > Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience. Not much in vogue in the dark tomorrow, but still practised by the foolish, the faithful, and those seeking any hope they can get.
- > Web: Computer culture, terminology, and practices and conventions. This skill lets a character get around in the Web and understand at least some of what webcrawlers ramble on to each other about on Interaction/Conversation servers.

**Try Again?:** No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

**Special:** An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but cannot take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.

**Time:** A Knowledge check can be a reaction, but otherwise requires a full-round action. Needing to study to make a Knowledge check is actually a Research check and requires ranks in that skill.

## LISTEN (WIS)

*Be quiet. Be still. Take a moment once in a while to listen to the sprawl around you. There are people who will put a bullet in you before you ever see their faces. Don't make it easy for them.*

**Check:** Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check. The GM may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he or she wants to try to hear something in the character's vicinity. The GM may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check. A successful Listen check when there isn't anything to hear results in the character hearing nothing.

Condition	Check Penalty
Per 10 feet of distance	-1
Listener distracted	-5

**Try Again?:** A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear

## Sample Listen Check DCs

DC	Sound
-10	A battle
0	People talking
5	A person in medium armour walking at a slow pace, trying not to make noise
10	An unarmoured person walking at a slow pace, trying not to make any noise
15	A 1st-level Jacker sneaking up on someone *
20	A tiger stalking prey *
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

\* This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

something that he or she failed (or believes he or she failed) to hear previously. There is also a piece of cybergear called an auditory revoker that offers retries on this skill as a free action.

**Special:** When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends 1 minute attempting to hear something that may or may not be there to hear.

A character with the Alertness feat gets a +2 bonus on all Listen checks.

A sleeping character can make Listen checks, but takes a -10 penalty on the checks.

**Time:** A Listen check is either a reaction (if called for by the GM) or a move action (if a character actively takes the time to try to

hear something).

## MEDICAL (WIS)

*I left my practice in uptown to open this street clinic back in my old neighbourhood. The money is not as good per patient, but what I lost in premiums I have more than made up for in quantity.*

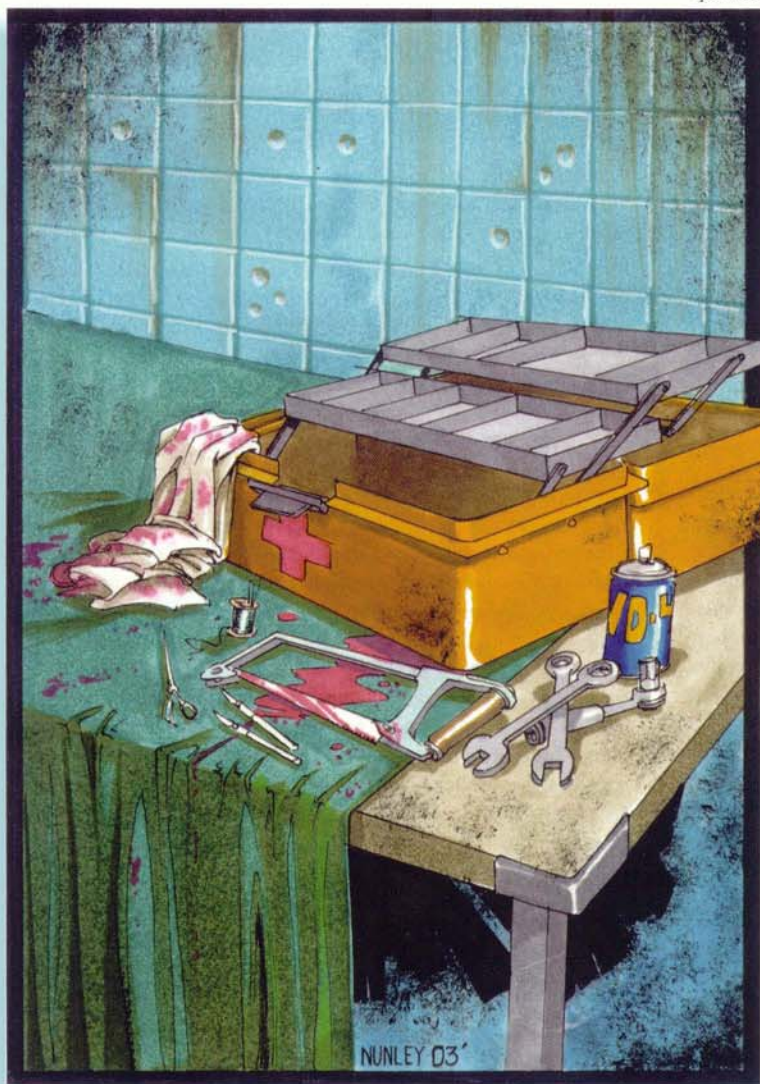
**Check:** The DC and effect depend on the task attempted. In the violent world of the future, this skill can be the literal difference between life and death. A specific intent is needed for a Medical check, chosen from the listed options below. This skill has two subskills, regular medicine and Psychology. The options below, with the exception of the last two, involve the former.

**Long-Term Care (DC 15):** With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate—3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as he or she has ranks in the skill. The patients need to spend all their time resting. The character needs to devote at least ½ hour of the day to each patient the character is caring for.

**Restore Hit Points (DC 15):** With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day. Certain cyberware items can also alter a character's normal healing rate.

**Revive Dazed, Stunned, or Unconscious Character (DC 15):** With a first aid kit, the character can remove



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the dazed, stunned, or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character cannot revive an unconscious character who is at -1 hit points or lower without first stabilising the character.

**Stabilise Dying Character (DC 15):** With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Medical check stabilises another character. The stabilised character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilise a dying character. There are cybergear options that automatically stabilise characters.

**Surgery (DC 20):** With a surgery kit, a character can conduct field surgery. This application of the Medical skill carries a -4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen. Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period. A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

**Treat Disease (DC 15):** A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Medical check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill. There are cybergear filters that can lessen or even prevent a character from catching a disease or carrying it through its incubation.

**Treat Poison (DC 15):** A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Medical check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill. There are cybergear filters that can lessen or even prevent a character from contracting a poison or suffer its secondary damage.

**Inspire (Psychology; DC 15):** By applying his knowledge of psychology in regards to the motivations of a specific individual, the character can inspire them after speaking for one full round to overcome their own flaws or aspire to a greater degree of accomplishment than they were before. Treat this as either providing a target with an additional saving throw against Fear effects (the target can substitute the Medical check for his save if desired) or granting a +1 circumstance bonus to the next skill check the target makes. Inspire can only work as many times per day on a given target as the Medically trained character's Charisma modifier (minimum of once).

**Psychoanalysis (Psychology; DC 20):** The character is trained and qualified to provide therapy for personality disorders. While the majority of this skill's application will be entirely roleplaying based, it does have a direct game effect in Cybernet as it is the only tried and true method of healing personality damage taken through the use of drugs and the acquisition of cybernetics. Treat this as long term care as listed above, but applying to personality damage instead of hit points. For more information on the Self score and personality damage, check the rules on cybernetics in the Cybergear chapter.

**Try Again?:** Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilising dying characters, and surgery. No, for all other uses of the skill.

**Special:** The Surgery feat gives a character the extra training he or she needs to use Medical to help a wounded character by means of an operation.

A character can take 10 when making a Medical check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring hit points, treating disease, treating poison, or stabilising a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a -4 penalty on the check.

A character can use the Medical skill on his or herself only to administer first aid, treat disease, or treat poison. The character takes a -5 penalty on your check any time he or she treats his or herself.

**Time:** Medical checks take different amounts of time based on the task at hand, as described above.

## MOVE SILENTLY (DEX) **ARMOUR PENALTY**

*I can accept that I was never gonna make it past all of those Reavers and their guard drones, but where in the hell, in the heart of the sprawl where there ain't been a tree in fraggin' years, did a twig come from?*

**Check:** A character's Move Silently check is opposed by the Listen check of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a -5 penalty. It's practically impossible (-20 penalty) to move silently while attacking, running, or charging.

**Special:** A character can take 10 when making a Move Silently check, but cannot take 20.

A character with the Stealthy feat gets a +2 bonus on all Move Silently checks.

**Time:** Move Silently is a move action.

## NAVIGATE (INT)

*Ummm, where are we? I only ask because not only have we passed that same dumpster three times, but we've actually passed the people chasing us twice as well. At least they are laughing now.*

**Check:** Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense stretch of alleyways or a labyrinth of underground storm drains. There are cybergear options for making these checks much easier.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, the character travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realises his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

**Try Again?:** A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The

### Result Performance

10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

character keeps trying until he or she succeeds, losing half a day for each failure.

**Special:** A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when travelling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

**Time:** A Navigate check is a full-round action.

## PERFORM (CHA)

*You want freedom? I'll give you freedom. For four minutes, I can weave all your hate and rage and impotence into music and let you get out from under them for a little while. It's what I do.*

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below. The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories. Also keep in mind that the ability to perform does not make a character a trained performer in a stage sense; take ranks in Profession (performer) if the character should be able to make money and hold known performances with his skill.

**Check:** The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her check result. The eight Perform categories, and the qualities each one encompasses, are as follows.

- > Act: The character is a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.
- > Dance: The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.
- > Keyboards: The character is a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesiser. This skill is also used for the multiplexing organ, also called a 'plexer'- an instrument used in the exceptionally complex music of polysymphonic hard rock (Poly Rock).
- > Percussion Instruments: The character is a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

- > Sing: The character is a musician gifted with a talent for producing musical tones with your voice.
- > Stand-up: The character is a gifted comedian, capable of performing a stand-up routine before an audience.
- > Stringed Instruments: The character is a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.
- > Wind Instruments: The character is a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

**Try Again?:** Not for the same performance and audience.

**Special:** A character can take 10 when making a Perform check, but cannot take 20.

A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a -4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill.

Every time a character takes the Creative feat, he or she gets a +2 bonus on checks involving two Perform skills the character designates. See the feat description for more information.

**Time:** A Perform check usually requires at least several minutes to an hour or more.

## PILOT (DEX) TRAINED ONLY

*From five thousand feet in the air, the megacities look like peaceful jewels in the night, but then you land and you can see the truth. There's a song out there that says God is watching the world from a distance. Someone needs to buy him glasses so he can finally take a closer look.*

**Check:** Typical piloting tasks don't require checks. Checks are required during combat, for special manoeuvres, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple manoeuvres and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space). Each vehicle's description includes a manoeuvre modifier that applies to Pilot checks made by the operator of the vehicle.

**Special:** A character can take 10 when making a Pilot check, but cannot take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.

This skill is *not* used for driving hover vehicles of any kind. Though they technically fly, they are dependent on a solid surface and are affected by roadway conditions enough for the Drive skill to be more appropriate.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a -4 penalty on Drive checks.

**Time:** A Pilot check is a move action.

## PROFESSION (WIS)

*Assumed to be the work of the webcrawler outlaw Ice-0, the Web-ster's Dictionary site currently lists the definition of 'profession' to be 'what people do when they run out of ammo'. All attempts to correct the listing have failed.*

**Check:** A character makes Profession checks to improve his or her Wealth bonus every time he or she attains a new level. The DC for the check is the character's current Wealth bonus. If the character succeeds at the Profession check, his or her Wealth bonus increases by +1. For every 5 by which the character exceeds the DC, his or her Wealth bonus increases by an additional +1. A character cannot take 10 or take 20 when making a Profession check to improve his or her Wealth bonus.

How many ranks a character has in the Profession skill (including ranks the character may have just acquired after gaining a level) also has a bearing to the Wealth bonus increase the character receives as a flat bonus to his Wealth score. As a character gains new ranks, this bonus increases accordingly. In addition to the Wealth bonus increase a character gains from your Profession check result (if the check succeeds), the number of ranks the character has in this skill increases his or her Wealth bonus as follows.

Ranks	Wealth Bonus Increase
1-4	+1
5-8	+2
9-12	+3
13-16	+4
17-20	+5
21-23	+6

**Special:** If the Gamesmaster deems it appropriate, a character can add his or her Profession modifier when making a Reputation check to deal with a work- or career-related situation.

Every time a character takes the Windfall feat, he or she gets a cumulative +1 bonus on his Wealth Score.

## READ/WRITE LANGUAGE AND SPEAK LANGUAGE (NONE) TRAINED ONLY

*The door just burst open and four gunners have you dead to rights with their target-links on your chest and head. The leader just told you what you have to do to keep them from opening up on you. Here's hoping you speak Korean.*

The Read/Write Language skill does not work like a standard skill. A character automatically knows how to read and write his or her native language; the character does not need ranks to do so. Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.

A character never makes Read/Write Language checks. A character either knows how to read and write a specific language or doesn't. To be able to speak a language that the character can read and write, he or she must take the Speak Language skill for the appropriate language. There are skill chips for languages, but they are never quite as good as actually speaking the languages fluently as reflected in the social skill penalties associates with them.

A character can choose any language, modern or ancient. (See below for suggestions.) The GM might determine that a character cannot learn a specific language due to the circumstances of the campaign, such as deciding that there is just no realistic way for a cybered up soldier in the middle of Mega-York with no access to the Web to learn Sanskrit.

### Language Groups

There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups as found on Earth. A language's group does not matter when a character is buying ranks in Speak Language or Read/Write Language. Language groups are provided because they pertain to the professional's Linguist talent. This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Keep in mind that while English has effectively become the language of the world in Cybernet, most ethnic groups are confined to their own areas in a sprawl and they prefer the use of their own language as an act of defiance. Also, as cities become

intertwined and the many diverse people in them communicate in dozens of tongues, a new language has emerged as a mixture of many- Glot. Glot is a legitimate language choice spoken by the people at the lowest levels of the urban jungles; jackers, rage-punks, and people with nowhere left to fall are its most common advocates.

- > *Algic*: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.
- > *Armenian*: Armenian.
- > *Athabaskan*: Apache, Chipewyan, Navaho. (This is a rare language group in the dark future, though people with the Decrypt skill often study Navaho for its historical importance.)
- > *Attic*: Ancient Greek\*, Greek.
- > *Baltic*: Latvian, Lithuanian.
- > *Celtic*: Gaelic (Irish), Gaelic (Scots), Welsh. (This is a rare language group in the dark future.)
- > *Chinese*: Cantonese, Mandarin.
- > *Finno-Lappic*: Estonian, Finnish, Lapp.
- > *Germanic*: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.
- > *Glot*: Glot
- > *Hamo-Semitic*: Coptic\*, Middle Egyptian\*.
- > *Indic*: Hindi, Punjabi, Sanskrit\*, Urdu.
- > *Iranian*: Farsi, Pashto. (This is a rare language group in the dark future, mostly because the Irani area has long since been rendered a glassine pit by military actions.)
- > *Japanese*: Japanese.
- > *Korean*: Korean.
- > *Romance*: French, Italian, Latin\*, Portuguese, Romanian, Spanish.
- > *Semitic*: Akkadian (aka Babylonian)\*, Ancient Hebrew\*, Arabic, Aramaic\*, Hebrew.
- > *Slavic*: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.
- > *Tibeto-Burman*: Burmese, Sherpa, Tibetan. (This is a rare language group in the dark future.)
- > *Turkic*: Azerbaijani, Turkish, Uzbek.
- > *Ugric*: Hungarian (aka Magyar). (This is a rare language group in the dark future.)

\*This is an ancient language. In the modern world it is spoken only by the few linguistic scholars left in the future, or in some cases by small populations in isolated corners of the world. These groups shrink each year as the encroachment of technology and 'progress' choke them out. Eventually, they will become truly dead languages, echoed only in the artificial populations of the Web.

## REPAIR (INT) TRAINED ONLY

*The first time you are on a dark street with a busted engine in the middle of rage-ganger territory, you won't think those auto shop classes were a waste of time.*

Repair Task (Example)	Purchase	Repair DC	Repair Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical or electronic component)	7	15	10 min.
Complex (mechanical or electronic device)	10	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	13	25	10 hr.
Extreme (rebuilding a nuclear warhead or an F-90 fighter)	20+	35	24 hr.+

**Check:** Most Repair checks are made to fix complex electronic or mechanical devices.

The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

**Jury-Rig:** A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter. A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices. The jury-rig application of the Repair skill can be used untrained.

**Try Again?:** Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

**Special:** A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character cannot take 20.

Repair requires an electrical tool kit, a mechanical tool kit, a multipurpose tool, or the appropriate cybergear equivalent, depending on the task. If the character does not have the appropriate tools, he or she takes a -4 penalty on the check (or may be unable to do the repair at all at the Games Master's option).

**Synergies:** Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices.

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

**Time:** See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

## RESEARCH (INT)

*It is just you, a jimmed window on the local info depository, about a thousand books and files, and just shy of thirteen hours before your nanovirus makes your head explode. Giles swears the book on it in this place lists the cure code. Hope you're a fast reader...*

**Check:** Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure,

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information. Research is the skill for finding recorded facts. Learning what other people know is usually more appropriately done as a Gather Information check.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

**Try Again?:** Yes, though the Games Master may rule that you have exhausted your current research material and that you must find more sources before you can make another attempt.

**Special:** A character can take 10 or take 20 on a Research check.

A character with the Studious feat gets a +2 bonus on all Research checks.

**Synergies:** Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data.

**Time:** A Research check takes 1d4 hours.

## RIDE (DEX)

*I'm telling you, boyo, it was something straight out of a vid. We were just finishing up the job and climbing out the back window when this cop shows up to check the alarm. He was like six feet tall and, get this, on a horse! I hid, but it ran down Fidget hard. Scariest thing I ever seen in my life!*

**Check:** Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check. It should be kept in mind that with a few exceptions (circuses, the rare farming community in third world countries, and private collectors), the world of Cybernet has very few horses or other animals large enough to ride. There are robotic animals; this skill does apply to using them as well.

**Guide with Knees (DC 5):** The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round.

because the character needs to use the other to control his or her mount.

**Stay in Saddle (DC 5):** The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

**Fight while Mounted (DC 20):** While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.

For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.

**Cover (DC 15):** The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character cannot attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

**Soft Fall (DC 15):** The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.

**Leap (DC 15):** The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.

**Fast Mount or Dismount (DC 20; armour penalty applies):** The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character cannot attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)

**Special:** If the character is riding bareback, he or she takes a -5 penalty on Ride checks.

A character can take 10 when making a Ride check, but cannot take 20.

Rip cut the lights and the car idled a few grid blocks from the Garage. Hellcat's words had been bugging him since Vine Street and he had to put some of his concerns to rest. He glanced back at 'Jet', who still had not appreciably moved since they had left the Hole. It was unnerving.

He reached up and waved his hand at the back seat. 'Hello? You online back there?' It was an odd question to ask someone who was not jacked into the Web, but the distant look on the man's face honestly looked like he was on another planet or zoning on some designer drug. If it was the later, he was getting out of Rip's car right now.

'Yes, Mister Rip?' For someone who did not look like he was paying attention to anything or anyone, the answer came quickly and succinctly. Rip could not tell if the black clad gunner was looking at him though; the dark memory shades made it impossible to see Jet's eyes.

'I need to give you 'the speech' before we take you to the Garage. It's where we hole up between jobs and it's about the only secret we have left. Okay?' It was the first time Rip had ever basically asked for permission to give his speech before, but something about Jet was so off, he was a little nervous. Still, his usual sense about people was not going crazy or telling him to bail just yet, so he was willing to give this stranger the benefit of the doubt.

'Of course. You are the boss. You set the rules.' From most people in the sprawl, that response would have been sarcastic enough to strip paint, but Jet sounded utterly serious.

'Okay... We only have a few of them, so the speech is pretty short. We don't do contracts, so you are with us until you leave us or we leave you. You leave us for something better, you give us one day's warning. If that something better has to do with bringing us in or taking us down, you make it two days. We do the same for you.'

'Seems fair.'

'The Garage belongs to all of us. You break something in it, you fix it. You eat, you replace the food. You sleep, you keep up your room. We all pay costs evenly; power and tel costs are courtesy of Cat here but ammo is a community expense. You bleed, we patch you up. You do the same for us.'

'Agreed. Anything else?'

Rip looked at him for a long while, trying and failing to read any emotion on the man's face whatsoever. 'No, I guess that's it.' he said as Cat typed out C-Y-B-E-R-Z-O-M-B-? on her personal display and he started the car. He just headed back onto the street, the newest freak in their little club in tow.

Animals ill suited as mounts provide a -2 penalty on their rider's Ride check.

**Time:** Ride is a move action, except when otherwise noted for the special tasks listed above.

## SEARCH (INT)

*I want this room gone over, inch by inch. If we don't find evidence of his having been here, I've got a bag of clothes and some cigarette butts in my cruiser that say we will.*

**Check:** The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check. A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

**Special:** A character can take 10 or take 20 when making a Search check.

A character with the Meticulous feat gets a +2 bonus on all Search checks.

**Time:** A Search check is a full-round action.

## SENSE MOTIVE (WIS)

*You and some Corp goon are standing toe to toe, the sparking edges of your monoswords pressed hard against each other. His eyes say he is gonna slip left and strike right. Do you believe him?*

**Check:** A successful check allows the character to avoid being bluffed (see the Bluff skill). The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behaviour that something is wrong. Also, the character can get the feeling that someone is trustworthy and honourable.

**Try Again?:** No, though the character may make a Sense Motive check for each bluff made on the character.

**Special:** A character can take 10 when making a Sense Motive check, but cannot take 20.

Characters with Beta- or better grade cybershades add a +1 to the DC of anyone trying to use a Sense Motive check against him.

A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

**Time:** A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

**Sleight of Hand (Dex) Trained Only; Armour Penalty**  
*You've got a bullet in one hand and a hold-out Ruger in the other. If the guy covering you catches you reloading, you'll be jacking vid sets in Hell, so you'd better make this good.*

**Check:** A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing. When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the character's check result, whether the character takes the object or not.

A character can use Sleight of Hand to conceal a small weapon or object on his or her body. It can also be used to manipulate a small object in each hand, so long as one is coin sized and the other is no larger than a foot in any dimension. Used this way, it can conceal the manipulation from others, though it can be opposed by Spot as noted above.

### DC Task

- |    |   |
|----|---|
| 10 | Get along in the wilds of any jungle, concrete or not. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.         |
| 15 | Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15. |
| 18 | Avoid getting lost and avoid natural and industrial hazards, such as quicksand or condemned construction sites.   |

**Try Again?:** A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

**Special:** A character can take 10 when making a Sleight of Hand check, but cannot take 20.

A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10.

A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.

**Time:** A Sleight of Hand check is an attack action.

## SPOT (WIS)

*Somewhere, in this rotting shell of an old warehouse, is the Reaver who shot your partner. He's out of ammo, out of thugs, and out of luck if you see him first.*

**Check:** The Spot skill is used to notice items that are not immediately obvious and people who are attempting to hide. The GM may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he or she wants to try to notice something in his or her vicinity. The GM may make the Spot check in secret so that the character does not know whether not noticing anything means that nothing is there or that the character failed the check.

A successful Spot check when there isn't anything to notice results in the character noticing nothing.

Spot is often used to notice a person or creature hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person.

A character's Spot check is modified by a -1 penalty for every 10 feet of distance between the character and the character or object he or she is trying to discern. The check carries a further -5 penalty if the character is in the midst of activity. Certain cyberoptics can modify or negate this penalty.

**Try Again?:** A character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, a character may attempt to notice something that he or she failed (or believe he or she failed) to notice previously.

**Special:** A character can take 10 or take 20 when making a Spot check.

A character with the Alertness feat gets a +2 bonus on all Spot checks.

**Time:** A Spot check is either a reaction (if called for by the GM) or a full-round action (if a character actively takes the time to try to notice something).

## SURVIVAL (WIS)

*The System? Never heard of it. I have everything I need here. I have a roof over my head, whatever clothes I can find in dumpsters and all the rats I can eat. Yeah. This is the life.*

**Check:** A character can keep his or herself and others safe and fed in the wild, what little wild is left in the world, or in the urban wilderness of the deep sprawl.

With the Track feat, a character can use Survival checks to track a character or animal across various terrain types.

**Special:** A character can take 10 when making a Survival check. A character can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.

A character with the Guide feat gets a +2 bonus on all Survival checks.

Certain cybergear items, namely replacement organs, can make these checks either necessary less often or attribute a bonus to them when they are made.

**Time:** Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat.

## SWIM (STR) ARMOUR PENALTY

*Learn to swim? Are you synaptic? Oh, I am sure that knowing how is important, and that someday it might save my life. Thanks, but no thanks. Have you seen the water around here?*

**Check:** A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater. If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's Constitution score, but only if the character does nothing but take move actions or free actions.

If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.

The DC for the Swim check depends on the water:



Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.

**Try Again?:** A new check is allowed the round after a check is failed.

**Special:** A character takes a penalty of -1 for every 5 pounds of gear he or she carries, including armour and weapons.

A character can take 10 when making a Swim check, but cannot take 20.

A character with the Athletic feat gets a +2 bonus on all Swim checks.

**Time:** A Swim check is either a move action or a full-round action, as described above.

## TUMBLE (DEX) TRAINED ONLY; ARMOUR PENALTY

*Your boys are keeping the corp-sec guards busy all over the lobby. You've got the bonds and the car is outside. Forty feet through heated combat will be a trick, but you can make it. Your boys? They can handle themselves, and if they cannot, well... that makes it easier to divide the take.*

**Check:** A character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.

**Land Softly:** The character can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

**Tumble past Opponents:** With a successful Tumble check (DC 20), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

**Tumble through Opponents:** With a successful Tumble check (DC 20), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

**Try Again?:** No.

**Special:** A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defence (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defence.

Characters with one or more Gamma grade cyberlegs or a reinforced spine cannot make Tumble checks and always fail them if they are required.

A character can take 10 when making a Tumble check, but cannot take 20.

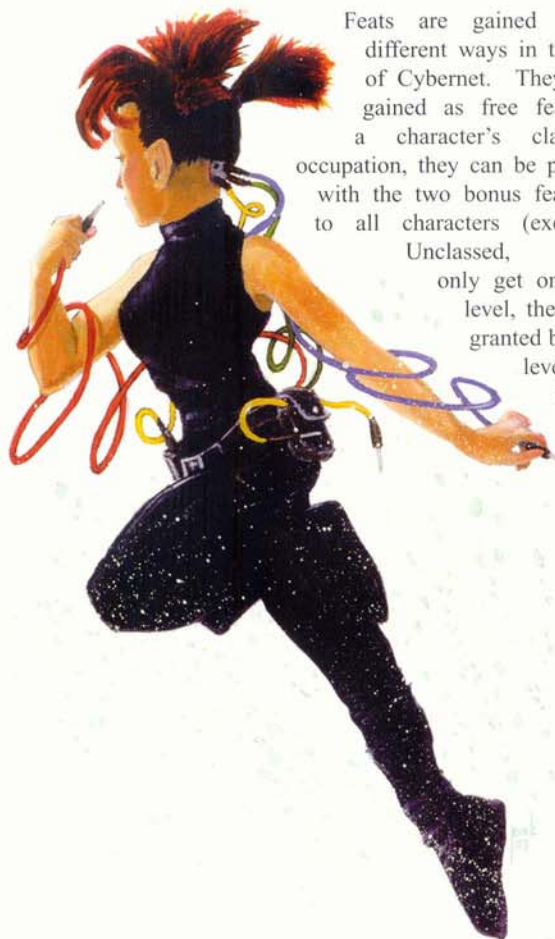
A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 bonus on all Tumble checks.

**Time:** A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a free action that must be performed as part of a move action.

## FEATS IN CYBERNET

Every character in this game is built with the same set of classes, occupations, and skills, which keeps the playing field level and predictable. Where customisation really begins is with feats. While everyone of the same classes and levels will have the same number of total feats, they can be selected from a broad range and only the set ones granted by occupation and class choice are mandatory. Everything else is completely up to the Player and the role of the character in the campaign. Feats are essentially extra abilities that set one character apart from all the others of his class and skills.

Feats are gained in four different ways in the world of Cybernet. They can be gained as free feats from a character's class and occupation, they can be purchased with the two bonus feats given to all characters (except the Unclassed, which only get one) at 1<sup>st</sup> level, they can be granted by certain levels of the talent



trees or class features, they can be bought with the extra feat slot afforded to all characters at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, 15, and 18<sup>th</sup> level, or they can be virtually acquired through cybergear and Web programs. Once gained, the method of procurement is irrelevant. A character either has a feat or he does not.

## FEAT DESCRIPTIONS

Here is the format for every feat description found in this sourcebook. Cybernet feats are purposefully left a vague as possible while still providing all of the rules support needed to run them in a campaign. This way, the same feat taken by two different characters can simulate different approaches to the same basic talent.

**Feat Name:** The name of the feat.

**Prerequisite:** A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

A character can gain a feat at the same level at which he or she gains all the prerequisites.

A character cannot use a feat if the character has lost a prerequisite.

**Benefit:** What the feat enables a character to do.

**Normal:** What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

**Special:** Additional facts about the feat. If there are no special features about a feat aside from what it does and its prerequisites, this entry is also absent.

## FEATS

### ACROBATIC

You are remarkably agile and can tumble and leap with consummate skill.

**Benefit:** The character gets a +2 bonus on all Jump checks and Tumble checks.

**Special:** Remember that the Tumble skill cannot be used untrained.

### ADVANCED COMBAT MARTIAL ARTS

In unarmed combat, you are difficult to defeat; your knowledge of martial arts makes you a very deadly combatant indeed.

**Prerequisites:** Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

**Benefit:** When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

**Normal:** An unarmed strike critical hit deals double damage.

### ADVANCED FIREARMS PROFICIENCY

You have been trained to compensate for the shuddering effect of a weapon during full automatic fire.

**Prerequisite:** Personal Firearms Proficiency, Strength 13+.

**Benefit:** The character can fire any personal firearm on autofire without penalty. This feat has no effect, obviously, if a particular weapon does not have an autofire setting.

**Normal:** Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on autofire.

### ADVANCED TWO-WEAPON FIGHTING

Whether it is a gun or a melee weapon, your off hand is as swift and lethal as your primary.

**Prerequisites:** Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

**Benefit:** The character gets a third attack with his or her offhand weapon, albeit at a -10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other with the same range of penalties as fighting with two melee weapons.

### AEROCRAFT OPERATION

You are trained to operate a specific type of aircraft and are perfectly comfortable behind any similar set of controls.

Select a class of craft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines or a single mass turbine. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack vector-jets. Spacecraft are vehicles such as the stratoshuttle and lunar rovers.

**Prerequisite:** Pilot 4 ranks.

**Benefit:** The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

**Normal:** Characters without this feat take a -4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.

**Special:** The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

### ALERTNESS

Years of living in the sprawl or watching your back on a corporate level have given you very sharp senses.

**Benefit:** The character gets a +2 bonus on all Listen checks and Spot checks.

### ARCHAIC WEAPONS PROFICIENCY

Whether you are an enthusiast or you hail from a warrior tradition, your skill with ancient style weapons and their technological counterparts is unquestionable.

**Benefit:** The character takes no penalty on attack rolls when using any kind of archaic weapon. This includes high tech versions of some weapons, such as monowords, ripper whips, and other powered melee weapons of the archaic category.

**Normal:** A character without this feat takes the -4 non-proficient penalty when making attacks with archaic weapons.

## ARMOUR PROFICIENCY

To most people, body armour of any grade heavier than ballistic clothing is too cumbersome to be of much use. You have trained with it long enough to get the maximum benefit from its construction and coverage.

**Prerequisites:** Armour Proficiency (light), Strength 10+, Constitution 10+.

**Benefit:** See Armour Proficiency (light). This feat grants proficiency of the same sort when wearing medium and heavy armour. Doing so for any length of time is tiring and requires enough muscle mass to support the armour's weight.

**Normal:** See Armour Proficiency (light).

## ARMOUR PROFICIENCY (LIGHT)

Ballistic cloth may be lightweight, but it still requires talent and experience to wear without serious encumbrance and loss of mobility.

**Benefit:** When the character wears a type of armour with which the character is proficient, the character gets to add the armour's entire equipment bonus to his or her Defence.

**Normal:** A character who wears armour with which he or she is not proficient takes an armour penalty on checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble. Also, a character who wears armour with which he or she is not proficient adds only a portion of the armour's equipment bonus to his or her Defence.

## ATHLETIC

You are capable of heightened physical exertion through training and natural talent; few physical hindrances can slow you for very long.

**Benefit:** The character gets a +2 bonus on all Climb checks and Swim checks.

## ATTENTIVE

You have a well-honed attention to detail that makes you a blessing during investigative work and a bane during cover ups.

**Benefit:** The character gets a +2 bonus on all Investigate checks and Sense Motive checks.

**Special:** Remember that the Investigate skill can not be used untrained. This feat only applies to Investigate checks if the character has at least .5 ranks in the skill.

## BLIND-FIGHT

The sprawl can be a dark place. The dark hides many terrifying things. You are one of them.

**Benefit:** In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits.

The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general

reduces the character's speed to three-quarters of normal, instead of one-half.

## BRAWL

In a bar fight, you are usually the one left standing. If not, you took a lot of people with you.

**Benefit:** When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals non-lethal damage equal to 1d6 + his or her Strength modifier.

**Normal:** Unarmed attacks normally deal non-lethal damage equal to 1d3 + Strength modifier.

## BUILDER

You have a talent when it comes to making things. In a world where destruction comes so easily, this is a rare and precious gift.

**Benefit:** Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

**Special:** The character can select this feat twice. The second time, the character applies it to the two skills he or she didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

## BURST FIRE

You know how to hold a shaking gun on autofire at a single target, ruining his entire day.

**Prerequisites:** Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal +2 dice of damage.

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

**Normal:** Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and cannot be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

**Special:** If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it. The bonus and extra damage listed above still apply.

## CAUTIOUS

Dangerous devices hold no fear for you, as long as you have the time to handle them properly.

**Benefit:** The character gets a +2 bonus on all Demolitions checks and Disable Device checks as long as he can take twice as long as usual to deal with them. Even if the character does not have this extra time, his cautious nature still provides a +1 bonus.

**Special:** Remember that the Demolitions skill and the Disable Device skill cannot be used untrained. This feat only applies to Demolitions and Disable Device checks if the character has at least .5 ranks in the appropriate skill.

## CLEAVE

Guns are great, but you love the slicing power of a good combat sword. One blow from you can drop your opponent and the guy standing beside him.

**Prerequisites:** Power Attack, Strength 13+.

**Benefit:** If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The character cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.



## COMBAT EXPERTISE

People who fight in melee when their opponents have guns need all the defensive tricks they can get. This is one of them.

**Prerequisite:** Intelligence 13.

**Benefit:** When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to -5 on his or her attack roll and add the same number (up to +5) to the character's Defence. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defence last until the character's next action. The bonus to the character's Defence is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

**Normal:** A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Defence.

## COMBAT MARTIAL ARTS

You are quite deadly without a weapon, and your style of fighting makes you the equal of any armed combatant.

**Prerequisite:** Base attack bonus +1.

**Benefit:** With an unarmed strike, the character deals lethal or non-lethal damage (the character's choice) equal to 1d4 + the character's Strength modifier (unless another piece of cybergear or feat, such as Brawl, allows a higher die code of damage). The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

**Normal:** Without this feat, a character deals only 1d3 points of non-lethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

## COMBAT REFLEXES

You react very quickly to the changing circumstances of combat.

**Benefit:** The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character can still only make one attack of opportunity on a single opponent.

With this feat, the character may also make attacks of opportunity when flat-footed.

**Normal:** A character without the Combat Reflexes feat can make only one attack of opportunity per round and cannot make attacks of opportunity when flat-footed.

**Special:** The Combat Reflexes feat doesn't allow a character with the Opportunist talent to use that talent more than once per round.

## CONFIDENT

Whether it is founded in reality or not, you have a very high opinion of yourself.

**Benefit:** The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

## CORPORATE CLOUT

Representatives of the major megacorps know of you and have you listed as someone to keep an eye on... in a good way.

**Benefit:** The character gains a free affiliation with Corporates and his circumstantial Reputation bonus when dealing with them doubles to +4.

## CREATIVE

You have the soul of an artist, something that shows through in all the work you do.

**Benefit:** Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.

**Special:** A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above.

## CYBER-TOLERANT

You accept the intrusion of cybernetics into your body much easier than others.

**Benefit:** When rolling the Self loss for a piece of cybergear, you only suffer half the personality damage roll. This benefit affects the die roll itself, and as such it effects any grade of cybernetic item. This feat also reduces the permanent personality damage inflicted by cybernetics by 1 point. This reduction is off the total amount, not per die.

## DEAD AIM

When you have a chance to line up your shot, you can place a bullet exactly where you want it.

**Prerequisites:** Wisdom 13, Far Shot.

**Benefit:** Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she cannot move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

## DECEPTIVE

In a world full of liars and cheats, you are a sovereign king among false princes.

**Benefit:** The character gets a +2 bonus on all Bluff checks and Disguise checks.

## DEFENSIVE MARTIAL ARTS

You can evade blows in melee combat through skill, guile, and agility.

**Benefit:** The character gains a +1 dodge bonus to Defence against melee attacks.

**Special:** A condition that makes the character lose his or her Dexterity bonus to Defence also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

## DODGE

Not being there is the best defence of all.

**Prerequisite:** Dexterity 13.

**Benefit:** During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defence against any subsequent attacks from that opponent. The character can select a new opponent on any action.

**Special:** A condition that makes the character lose his or her Dexterity bonus to Defence also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

## DOUBLE TAP

You know how to work a trigger to get two shot in the time it takes most people to squeeze off one.

**Prerequisites:** Dexterity 13, Point Blank Shot.

**Benefit:** When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.





## DRIVE-BY ATTACK

The talent of choice for rage gangers and corporate hit men everywhere, shooting with one hand and driving with other is a trademark of both groups.

**Benefit:** The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

**Normal:** When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

## EDUCATED

You have the rare privilege of a formal education or a gifted mind that does not need one.

**Benefit:** Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

**Special:** A character can select this feat as many as seven times. Each time, the character selects two new Knowledge skills.

## ELUSIVE TARGET

You are never still in hand to hand combat, making you hard to pin down with ranged weapons.

**Prerequisites:** Dexterity 13, Defensive Martial Arts.

**Benefit:** When fighting an opponent or multiple opponents in melee, any opponent attempting to target the character with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target to character -8. Shots that miss the character within 4 points have a chance, determined by the Games Master, of striking one of his opponents.

**Special:** An opponent with the Precise Shot feat has the penalty lessened to -4 when targeting the character.

## ENDURANCE

Your resilience keeps you going when others would have succumbed to exhaustion, thirst, the elements, or starvation.

**Benefit:** The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning.

Also, the character may sleep in medium or light armour without becoming fatigued.

**Normal:** A character without this feat who sleeps in armour is automatically fatigued the following day.

## EXOTIC MELEE WEAPONS PROFICIENCY

You have been trained in the arts of exotic melee warfare and know how to operate a wide variety of strange or complicated weapons with great skill.

Instead of choosing a specific weapon type, characters with this feat can use any melee weapon considered an exotic weapon with the full benefit of their Base Attack Bonus.

**Benefit:** The character makes attack rolls with the weapon normally.

**Normal:** A character who uses an exotic melee weapon without being proficient with it takes a -4 penalty on attack rolls.

## EXOTIC FIREARMS PROFICIENCY

You have been trained in the arts of warfare and know how to operate heavy weaponry with great skill.

Choose a weapon type from the following list: heavy machine guns, grenade launchers, rocket launchers, and lasers.

**Prerequisites:** Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** The character makes attack rolls with the weapon normally.

**Normal:** A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

**Special:** A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.

## EXTRA LIMB

You have a great deal of skill at manipulating an additional limb, not suffering from the typical lack of dexterity associated with one.

This feat does not automatically provide an extra cybernetic limb (also called a waldo), but if you have one and take this feat, you may take an extra attack with it in combat at your normal Base Attack Bonus -5. You may also use it to modify your performance at Climb, Craft, Heal, Disable Device, Medical, or Repair checks by a +1 competence bonus. The Games Master can assign this bonus to other skills as well on a case-by-case basis as deemed appropriate.

**Normal:** Waldos are effectively useless without this feat, which reflects the time and effort spent learning to use an additional artificial limb.

**Special:** This feat can be taken more than once, each time applying to a different waldo. Small creatures can only bear a single waldo, Medium sized ones may have two, and each additional size category doubles this number sequentially (Large may bear four, Huge can carry eight, etc.).

## FAR SHOT

You have incredible accuracy at long range, surpassing the abilities of most targeting scopes.

**Benefit:** When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

## FOCUSED

You stay aware and alert at all times. Your physical control is astounding.

**Benefit:** The character gets a +2 bonus on all Balance checks and Concentration checks.

## FORCE STOP

Also called a screecher, you know how to make another vehicle come to a stop after a special kind of sideswipe attack.

**Prerequisites:** Drive 4 ranks, Vehicle Expert.

**Benefit:** When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition



to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If the character fails the check, resolve the sideswipe normally.

**Special:** Hover vehicles are difficult to halt in a force stop because they do not have tires and can overcome the skid effect through increased vector thrust. If a character with this feat tries to use Force Stop on a hover vehicle and fails the Drive check, his vehicle suffers ramming damage from the opponent and does not force the vehicle to stop.

## FRIGHTFUL PRESENCE

You are a scary person when you want to be, and you know to use that advantage to make others tremble at the sight of you.

**Prerequisites:** Charisma 15+ or Strength 17+, Intimidate 9 ranks.

**Benefit:** When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + ½ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves,

and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

If the character has the Renowned feat, the Will saving throw's DC increases by 5.

## GANGER REP

For reasons you may not even know, the gangs of your sprawl treat you with deference. Who can understand those zone heads?

**Benefit:** The character gains a free affiliation with Gangers and his circumstantial Reputation bonus when dealing with them doubles to +4.

## GEARHEAD

You understand, at least on a basic level, the complexities of mechanical engineering and how most machines work.

**Benefit:** The character gets a +2 bonus on all Computer Use checks and Repair checks.

**Special:** Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations.



## GREAT CLEAVE

You can drop as many opponents with one blow as others can with a spray of machine gun fire.

**Prerequisites:** Strength 13, Power Attack, Cleave, base attack bonus +4.

**Benefit:** As Cleave, except that the character has no limit to the number of times he or she can use it per round.

## GREAT FORTITUDE

Your immune system and physical toughness are more than a match for anything life can throw at you.

**Benefit:** The character gets a +2 bonus on all Fortitude saving throws.

## GUIDE

A signature feat for cab drivers the world over, people with this ability rarely get lost and know all the right places to find food, shelter, and company on a cold night.

**Benefit:** The character gets a +2 bonus on all Navigate checks and Survival checks.

## HEROIC SURGE

You can push yourself harder than others, getting in one more shot or running that extra mile when you really have to.

**Benefit:** The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

## IMPROVED BRAWL

You are a frightening bare fist fighter, able to knock out even the strongest opponent with a few well-placed punches.

**Prerequisites:** Brawl, base attack bonus +3.

**Benefit:** When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals non-lethal damage equal to 1d8 + the character's Strength modifier.

**Normal:** Unarmed attacks normally deal non-lethal damage equal to 1d3 + Strength modifier.

## IMPROVED COMBAT MARTIAL ARTS

You know just where to hit someone; your years of experience and innate skill with martial arts making each blow from you potentially crippling or lethal.

**Prerequisites:** Combat Martial Arts, base attack bonus +4.

**Benefit:** The character's threat range on an unarmed strike improves to 19–20.



**Normal:** A character without this feat threatens a critical hit with an unarmed strike only on a 20.

## IMPROVED DAMAGE THRESHOLD

Even huge wounds have a hard time taking you down. You can absorb punishment until sheer physical damage drops you.

**Benefit:** The character increases his or her massive damage threshold by 3 points.

**Normal:** A character without this feat has a massive damage threshold equal to his or her current Constitution score. With this feat, the character's massive damage threshold is current Con +3.

**Special:** A character may gain this feat multiple times. Its effects stack.

## IMPROVED DISARM

You understand the basic tactical advantage of avoiding counterattack by removing an opponent's weapon before he can do so.

**Prerequisites:** Intelligence 13, Combat Expertise.

**Benefit:** The character does not provoke an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent get a chance to disarm the character. In addition, you may make a disarm attack with a ranged weapon if the opponent is within 30 feet. For the purposes of this special disarm, the force of your gunshot automatically makes your attack 'from a larger weapon', affording you the +4 bonus inherent in that status. If you fail to disarm with a ranged attack, your opponent does not get to take an attack of opportunity on you.

## IMPROVED FEINT

You can fake out an opponent with masterful skill, leaving him open for a deadly surprise strike.

**Prerequisites:** Intelligence 13, Brawl, Streetfighting.

**Benefit:** The character can make a Bluff check in combat as a move action. The character receives a +2 bonus on Bluff checks made to feint in melee combat.

**Normal:** Feinting in combat requires an attack action.

## IMPROVED INITIATIVE

You get to act before most people due to your quick reflexes and combat intuition.

**Benefit:** The character gets a +4 circumstance bonus on initiative checks. Certain grades of cyberware provide this advantage; the Improved Initiative feat stacks with them *once*. Multiple cyberware boosts to Initiative only gain the highest of their ratings, superseding all others.

## IMPROVED KNOCKOUT PUNCH

You can drive an opponent to his knees to sprawled out on his back with a single, powerful blow.

**Prerequisites:** Brawl, Knockout Punch, base attack bonus +6.

**Benefit:** When making a single unarmed attack against an opponent as a full attack action, treat any successful attack as a critical hit. This critical hit deals triple damage. The damage is non-lethal damage.

**Special:** Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always non-lethal.

## IMPROVED TRIP

In melee you can sweep an opponent's legs out from under him without exposing yourself to attack.

**Prerequisites:** Intelligence 13, Combat Expertise.

**Benefit:** The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.

If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

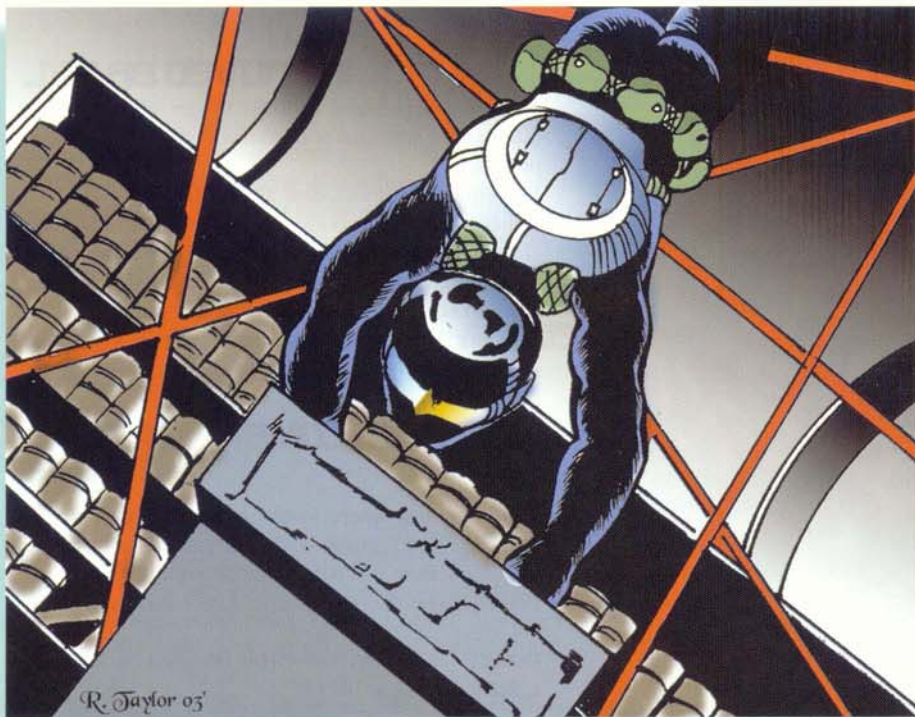
## IMPROVED TWO-WEAPON FIGHTING

Skilled in fighting with two weapons, you can truly lay some heat down with your off hand.

**Prerequisites:** Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** The character gets a second attack with his or her offhand weapon, albeit at a -5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

**Normal:** Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).



## IRON WILL

Your will is strong, keeping you from giving in to the hazards of the world and the crushing despair of the System that rules it.

**Benefit:** The character gets a +2 bonus on all Will saving throws.

## KNOCKOUT PUNCH

**Prerequisites:** Brawl, base attack bonus +3.

**Benefit:** When making a single unarmed attack against an opponent as a full attack action, treat any successful attack as a critical hit. This damage is non-lethal damage.

**Special:** Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always non-lethal.

## LEGAL PROTECTION

Somehow, your police file has a little red line across it that makes beat cops think twice before they haul you in on minor crimes.

**Benefit:** The character gains a free affiliation with the Police and his circumstantial Reputation bonus when dealing with them doubles to +4.

## LICENSED AND AUTHORISED

You have the right connections or know a very good forgery artist; you have the licenses needed to buy a certain level of restricted goods without a bump in price.

**Benefit:** The character can attain goods requiring a license without an increase in the Purchase DC. This feat can be taken four times, with the second feat allowing the acquisition of Restricted goods, the third feat bringing Military items into reach, and the fourth granting access to illegal goods without a modification to Wealth check DCs for purchasing them.

## LIGHTNING REFLEXES

You never stop moving, and that frenetic motion can get you out of some pretty serious trouble.

**Benefit:** The character gets a +2 bonus on all Reflex saving throws.

## LOW PROFILE

You recognise that sometimes, you can accomplish more if people do not know you everywhere you go.

**Benefit:** Reduce the character's Reputation bonus by 2 points. The opportunities this low profile gives you provides a +1 bonus to your Wealth Score.

**Special:** A character can take this feat multiple times, but cannot do so if the penalty of 2 points would reduce his Reputation score below 0.

## MEDICAL EXPERT

You understand the complexities of life and how to prolong it.

**Benefit:** The character gets a +2 bonus on all Craft (pharmaceutical) checks and Medical checks.

**Special:** Remember that the Craft (pharmaceutical) skill cannot be used untrained.

## METICULOUS

You are a careful and through soul, making the most of every opportunity given to you.

**Benefit:** The character gets a +2 bonus on all Forgery checks and Search checks as long as he can take twice as long as usual to deal with them. Even if the character does not have this extra time, his meticulous nature still provides a +1 bonus.

## MOBILITY

You are quick on your feet and never give an opponent the chance to hurt you when you can help it.

**Prerequisites:** Dexterity 13, Dodge.

**Benefit:** The character gets a +4 dodge bonus to Defence against attacks of opportunity provoked when the character moves out of a threatened square.

**Special:** A condition that makes a character lose his or her Dexterity bonus to Defence also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

## NIMBLE

Your agility and manual dexterity are sufficient to make your motions almost imperceptible but very effective when you need them to be.

**Benefit:** The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

**Special:** Remember that the Sleight of Hand skill cannot be used untrained.

## PERSONAL FIREARMS PROFICIENCY

Possibly the most common skill in the dark modern age, you have the ability to own, operate, and hurt people badly with a firearm.

**Benefit:** The character can fire any personal firearm without penalty.

**Normal:** Characters without this feat take a -4 penalty on attack rolls made with personal firearms.

## POINT BLANK SHOT

If someone can ready the name you have etched on the barrel of your gun, that is too close.

**Benefit:** The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

## POLITICAL INFLUENCE

The political machine has indexed you as an influential member of your community, for better or worse.

**Benefit:** The character gains a free affiliation with Politicians and his circumstantial Reputation bonus when dealing with them doubles to +4.

## POWER ATTACK

You have some serious muscle power and the ability to use it to its utmost.

**Prerequisite:** Strength 13.

**Benefit:** On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

### PRECISE SHOT

You are very accurate with a ranged weapon, avoiding targets you really should not hit and nailing those you should.

**Prerequisite:** Point Blank Shot.

**Benefit:** The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty. The character may also add or subtract one from the hit location table when making an ranged attack, but this modifier can never make a hit a head shot if it would not have been already.

**Normal:** A character takes a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

### QUICK DRAW

Well trained by your time in the streets, your weapons are never in their holsters for long.

**Prerequisite:** Base attack bonus +1.

**Benefit:** The character can draw a weapon as a free action.

A character with this feat may throw weapons at his or her full normal rate of attacks.

**Normal:** A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

### QUICK RELOAD

Your gun is hungry. Feed it. Quickly.

**Prerequisite:** Base attack bonus +1.

**Benefit:** Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

**Normal:** Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

### RENOWNED

People know you. This is not always a good thing, but the advantages for you outweigh the drawbacks.

**Benefit:** The character's Reputation bonus increases by +2.

### RESILIENCY

You are unnaturally tough, whether from a rough childhood or the weathering that comes from life on the streets.

**Benefit:** You have an innate 1/- point of Damage Reduction. This is part of your body; it reflects your ability to withstand punishment and just keep going. This DR stacks with DR from any external source but one or more points of Damage Reduction gained through cyberware replaces enough of your body to supersede this innate ability and replace it.

### RUN

You are blessed with the best survival skill on the planet, a quick movement rate.

**Benefit:** When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy or powered armour, the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Jump check.

### SHOT ON THE RUN

You can keep moving while you shoot, a great advantage in a world where cover is king.

**Prerequisites:** Dexterity 13, Point Blank Shot, Dodge, Mobility.

**Benefit:** When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

### SKILL EMPHASIS

You have a special level of competence with a single skill, making you a potential expert given time to grow into your talent.

**Benefit:** Choose one skill when this feat is taken. The character gains a +3 competence bonus whenever he makes checks with that skill. If the skill has sub-skills, the sub-skill must also be chosen for this feat; it will not apply to all forms of the base skill.

**Special:** A character may gain this feat multiple times. Its effects do not stack; it applies to a new skill or sub-skill each time.

### SKIP SHOT

Ricochet is normally a killer, but you know how to put that killer on your payroll sometimes.

**Prerequisites:** Point Blank Shot, Precise Shot.

**Benefit:** If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a -2 penalty on his or her attack roll, and the character's attack deals -1 die of damage.

**Special:** The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for a character to attempt a skip shot.

### SPRING ATTACK

You never stay in someone's face if you can help it. You much prefer to fade in, stab, and fade out.

**Prerequisites:** Dexterity 13, Dodge, Mobility, base attack bonus +4.

**Benefit:** When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal). A character cannot use this feat if he or she is carrying a heavy load or wearing heavy armour.

## STEALTHY

As long as you are not seen and not heard, you are right where you want to be.

**Benefit:** The character gets a +2 bonus on all Hide checks and Move Silently checks.

## STRAFE

You can spray a long line of opponents with an automatic weapon, letting you mow them down with great efficiency and speed.

**Prerequisites:** Personal Firearms Proficiency, Advanced Firearms Proficiency.

**Benefit:** When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

**Normal:** A firearm on autofire normally affects a 10-foot-by-10-foot area.

## STREET CRED

Living on the sprawl is hard on everyone, but you seem to have earned your scars in the eyes of others.

**Benefit:** The character gains a free affiliation with Sprawlers and his circumstantial Reputation bonus when dealing with them doubles to +4.

## STREETFIGHTING

You know some of the tricks of the street and when you punch someone, they remember it in their next life.

**Prerequisites:** Brawl, base attack bonus +2.

**Benefit:** Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

## STUDIOUS

You have a great capacity for study, assimilating facts in your own time but retaining them far better than most could.

**Benefit:** The character gets a +2 bonus on all Decipher Script checks and Research checks as long as he can take twice as long to study. Even if the character does not have this extra time, his studious nature still provides a +1 bonus.

## SUNDER

You have a talent for breaking things with impunity that many have but few ever master.

**Prerequisites:** Strength 13, Power Attack.

**Benefit:** When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.

**Normal:** A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

## SURFACE VEHICLE OPERATION

You are trained to drive a specialised class of vehicles and can comfortably operate any similar machine.

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armoured vehicles (such as some armoured personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Ships include both small yachts and large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

**Prerequisite:** Drive 4 ranks.

**Benefit:** The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

**Normal:** Characters without this feat take a -4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.

**Special:** A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

## SURGERY

Surgery is a difficult technique of Medicine, but your special training gives you a much better chance to succeed when you have to perform it.

**Prerequisite:** Medical 4 ranks.

**Benefit:** The character can use the Medical skill to perform surgery without penalty. This feat is essentially a must-have for any character intending to install cyberwear and is required for the implantation of beta- or better grade equipment and skillwear of any kind.

**Normal:** Characters without this feat take a -4 penalty on Medical checks made to perform surgery.

## THERAPIST

You understand the human mind and all the various ways it can go tragically wrong.

**Benefit:** The character gets a +3 bonus on all Medical (psychology) checks and a +1 inherent bonus to Will saving throws. This latter benefit stacks with the Iron Will feat, but the +3 bonus to Medical Checks supercedes other skill bonus feats to the Medical skill when it concerns the psychology sub-skill.

## TOUGHNESS

You resist the effects of injury better than other people. It is hard to put you down for the count.

**Benefit:** The character gains 2 + his Constitution modifier in hit points as a permanent bonus.

**Special:** A character may gain this feat multiple times. Its effects stack.

## TRACK

In the big city, a good man is hard to find. Especially when he is hiding in a closet four blocks away with a shotgun and a box of MREs.

**Benefit:** To find tracks or follow them for one mile (one hundred feet in a city or urban setting) requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow or the terrain changes significantly. The character moves at half his or her normal speed (or at the character's normal speed with a -5 penalty on the check, or at up to twice the character's speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

*Very Soft:* Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

*Soft:* Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

*Firm:* Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

*Hard:* Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Normal:** A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

Condition Modifier	D C
Every three targets in the group being tracked	-1
Size of targets being tracked:	*
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:	**
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5

\* For a group of mixed sizes, apply only the modifier for the largest size category represented.

\*\* Apply only the largest modifier from this category.

## TRUSTWORTHY

You have a calm demeanour and a commanding voice. People naturally open up to you.

**Benefit:** The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

## TWO-WEAPON FIGHTING

Most people hurt themselves when they try to shoot two guns at once. You do not have that problem.

**Prerequisite:** Dexterity 13.

**Benefit:** The character's penalties for fighting with two weapons are lessened by 2.

The weapons used must both be melee weapons or ranged weapons (the character cannot mix the types or weapons used).

## VEHICLE DODGE

You do not like it when people scratch the paint of your ride. You work hard to keep that from happening.

**Prerequisites:** Dexterity 13, Drive 6 ranks, Vehicle Expert.

**Benefit:** When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defence against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

## VEHICLE EXPERT

You have a natural ability behind the controls of a vehicle, even one you have never operated before.

**Benefit:** The character gets a +2 bonus on all Drive checks and Pilot checks.

## WEAPON FOCUS

You have trained to excel in combat with one kind of weapon. Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this feat.

**Prerequisites:** Proficient with weapon, base attack bonus +1.

**Benefit:** The character adds +1 to all attack rolls he or she makes using the selected weapon.

**Special:** A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

## WHIRLWIND ATTACK

People should know better than to crowd you, especially when you are armed.

**Prerequisites:** Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

**Benefit:** When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent. This assumes you are armed with a melee weapon at the time or can Quick Draw one before taking this action.

## WINDFALL

You have received a massive influx of credits, one way or another.

**Benefit:** The character's Wealth bonus increases by +3.

**Special:** A character can select this feat multiple times. Each time its effects stack.

# FINISHING TOUCHES

You have gone through the book to this point with your character. You have your ability scores, your character class, your occupation, your skill points spent, and your feats chosen. Are you done now? Not even close. The real work begins now. Numbers are fine, but numbers are the tool of the system. The future is all about numbers and at the moment, that is all your character is. To make him or her truly a cyberpunk, to break out of the system, you have reach past numbers and find something better. You have to find your character's *attitude*.

Attitude is all about who you are, not what you can do. Your skills and your class may enter into the equation, but this is an equation meant to shatter equations. Attitude transforms a character past his numbers and makes the math disappear into something greater. The word character means defining aspects of personality, motivation, and appearance. Only once your character has these things will he or she evolve into something more than numbers and words.

# LONG HAIR AND SUNGLASSES - THE FACE OF THE FUTURE

Everyone is, at some level, defined by what they look like. It may be more accurate to say that a person can be defined fairly by what they choose to look at. In a world where food is dispensed from machines, people are assigned 'living units', and even employment can be mandated by the government, how people dresses and styles themselves may be the only expression of free will available to them.

Your character will need a look. Even if he dresses in the rattiest work coveralls on the face of the planet, that is a character choice. Even if she, on the outside, looks like every business woman cliché imaginable, that is a character trait. One's look has a huge bearing both on how people react and what image gets portrayed to the world. Fine cut clothes can say money in the corporate world, but they tend to scream sell out in the sprawl. Likewise, a polydenim jacket and black fatigues may make you the baddest looking rage ganger in the hood, but it makes damn certain you never get an appointment at Metro Services.

## Clothes Make The Punk (Roll once for main preference, a second time if desired for alternative)

### D20 Roll Clothing Style

- 1 Clothing? Clothing is a tool of the man. Raw and natural is the way to go, boyo!
- 2 Whatever you happen to wake up in. Eventually they will need to be washed, but why rush it?
- 3 Beaten up, worked in, grungy clothes that reflect the hard life you lead. The rattier the better.
- 4 You dress for your job, no matter where you go. If you are at a club in your lab coat, so be it.
- 5 You like long coats made of leather, no shirt at all, and pants thin enough to check your pulse.
- 6 Web mesh tops, fishnet pants, and whatever thin underwear keeps you from getting arrested.
- 7 Bodysuits all the way, with a camo jack or an armour vest on over it. Hot and functional.
- 8 Heavy leather jackets and white (at least to start with) torn shirts are your statement of choice.
- 9 Freedom is fine, but function is better. You dress sensibly and blandly for every occasion.
- 10 Current trends. Nothing extreme, nothing noticeable. Being noticed is rarely a good thing.
- 11 The clothes don't matter. The fact blood washes out of them does. Vinyl is a good choice.
- 12 You left the war, but the war never left you. Fatigues and uniforms are your daily wear.
- 13 Leather? Hell yeah! As much of it as you can get. Dead flesh makes live flesh feel better!
- 14 Life is rough, but clothes do not have to be. Nothing touches this body but pure silk.
- 15 You are always the life of the party, dressed in the hottest trends and the highest euro-fashions.
- 16 You would not know a trend if it bit you. You have a retro-look, mostly out of apathy.
- 17 Life is combat, and you dress appropriately. Everything you wear is some kind of armour.
- 18 Nights are long, or at least you hope so. You never wear anything... complicated.
- 19 You prefer clothing that makes you look like something you are not. Even a suit can be camo.
- 20 Ultra conservative chic. Suits, ties, fine silk shirts, and real leather shoes made in Italiospania.

People are not locked in to their fashion choices, at least not most people. A preferred style of dress can be a strong indication of the person underneath, however, so every Player should take a little time to think about what the character in question likes to stock in his closet or tuck into her overnight bag. The styles of the dark future can be surprisingly outlandish, especially in Europe where the megacorps are just as powerful, but the populace is allowed to shine brighter than in other countries out of nationalist pride and arrogance.

In a word, what is your character's *style*?

To help with this choice, the following set of charts can be consulted. Players can simply scroll down them for something they like or take a chance and roll. Even if a random roll does not immediately match the image, if any, a Player might have in mind, the result might be able to work with a little modification. Nothing here should be considered confining or inflexible. There will be enough of that in the game world once play begins; why start now?

On the following charts, a little commonsense should always be applied. A corporate type who rolls up a fashion preference for tight leather and spiked chain belts is probably not going to be wearing those into the office. The results can either be rerolled, completely ignored, or a Player might decide that when business hours are over, that is how the character likes to dress. Similarly, a jacker with a taste for raw silk business suits may have high rolling aspirations

## It's All About Accessories (Roll as often as desired to create a look that is just right)

D20

### Roll Accoutrements

- 1 Absolutely nothing. You wear clothes and that's it. Anything else could get stolen.
- 2 You wear a necklace that carries something with a deep personal meaning to you.
- 3 The only accessory you wear is a ring that marks an important time in your past.
- 4 Ummm... do guns count?
- 5 The only accessories you need are your various pieces of cyberwear in excellent repair.
- 6 No matter what the accessory is, you'll only wear it if it **really** clashes with your outfit.
- 7 Kitschy glam-rocker gear like hologram bracelets set off an outfit for you like nothing else.
- 8 A chrome plated data-pad, a wrist top, and a neon ringed head jack are all you need.
- 9 You like knives. No, you *really* like knives. Five or six at any given time is about right.
- 10 A belt. That's it. You wear a belt. Anything else is too garish or too impractical.
- 11 Belts are great. Three or four is even better. You like to try different textures to vary the look.
- 12 Tasteful accessories are fine, the more elegant the better. You like to look rich and stylish.
- 13 Metal plates sewn onto all your clothes. Not for any real protection, just 'cause they're pretty.
- 14 Black. Brooding. You choose accessories like you choose your guns; you like to be alone.
- 15 Spiked chains. Does life get any better than spiked chains? You certainly don't think so.
- 16 Whatever jewellery and accessories you can get – you like shiny things a lot.
- 17 No, really. Do guns count? Bandoliers and holsters and ankle slings all the way.
- 18 Your hands and neck are covered in gold. If you could, you'd wear rings on your toes.
- 19 A necklace, a ring, a belt, and a keychain. Who could possibly need more?
- 20 If it is a type of jewellery, you own it, wear it, and even maintain a massive collection of it.

## It's All About The Shoes (Generally speaking, roll once for each fashion preference if desired.)

D20

### Roll Accoutrements

- 1 Barefoot and happy, just the way God intended. Or maybe you just can't afford shoes...
- 2 Whatever you wear, some little rebel in you makes sure that they clash as much as possible.
- 3 You like retro looks, like tennis shoes from back when people actually played tennis.
- 4 Long ago, people used to raise cattle on huge farms. Oh well, at least you like their boots.
- 5 Flip flops. They are stupid, they leave your feet exposed, but you like 'em. Go figure.
- 6 Running shoes, all day every day. You do a lot of running; might as well dress the part.
- 7 Hoverbikes are your thing, and flat topped black boots with shiny buckles work just fine.
- 8 Lace up boots and shoes are chill. They not only fit well, but the strings make great garrotes.
- 9 You could care less about your shoes, as long as they are thick, rugged, and carry armour.
- 10 Combat boots. Stylish, attractive, functional, and the leather keeps the gore out. Perfect.
- 11 Shoes? Those are kind of hard to wear when you've had both legs replaced with steel.
- 12 Stiletto heels. You either love to wear them or love to watch them. Or both. You never know.
- 13 You have a different pair of shoes for every day of the week, no two of which are alike.
- 14 You love shoes. When you aren't wearing the hottest euro trend, you are shopping for them.
- 15 Patterns. Whatever shoes you choose to wear, they need to never be boring. Ever.
- 16 Plain and unadorned. All the action is happening up top. Shoes should be worn, not seen.
- 17 You love boots that go to the knee, whether plated with metal or topped with leather.
- 18 For work or for play, thigh high leather boots are the beginning and end of your shoe fetish.
- 19 You like the trendiest, most fashionable shoes you can get, but only if they match your clothes.
- 20 If it isn't leather and it isn't imported, it isn't going on your feet. End of Conversation.

**Guns, Guns, Guns (Though this will not always generate a preference that fits a character, the chart can be very useful to determining a tone for characters that have no chosen preferences yet or creating an interesting quirk for others.)**

**D20 Roll Ballistic Options**

- 1 Weapons are tools of hate. If we are ever going to change things, we have to put them aside.
- 2 A small pistol tucked into a handbag or pocket will do nicely, thank you. No need to advertise.
- 3 One pistol, slung low to make a statement, and a second one hidden away to make a difference.
- 4 Guns are fine, but knives are better. Shiny blades with razor edges are your tool of choice.
- 5 Who needs a gun? I got two fists, steel-jacketed gloves, and enough muscle to use them right.
- 6 You have a cultural preference for one kind of weapon, from German pistols to Katanas.
- 7 Whatever you carry, you like to write things on them for your victims to ponder as they bleed.
- 8 Guns are another fashion accessory. Yours always match your outfits, whatever the occasion.
- 9 Guns don't matter. Speciality ammunition matters and you like to carry lots and lots.
- 10 You always carry what the situation calls for. No bigger, no smaller. Always just right.
- 11 You use whatever will hurt people the fastest. Full auto is your style; let the bullets fly...
- 12 You carry a gun that means a lot to you. It might have belonged to a friend or a dead enemy.
- 13 Accuracy is overrated. Grenades and shotguns hit hard and hit often, just the way you like it.
- 14 You love high technology. Everything you wield is state of the art and 'cutting edge'.
- 15 You love to throw things at people who annoy you. Preferably sharp pointy things.
- 16 All your weapons are best used in the dark. A long knife in the shadows, for example.
- 17 You like to carry something wildly inappropriate, like a rocket launcher or a flamethrower.
- 18 An arm cannon and an obviously tactical eye-sight can open a lot of doors, one way or another.
- 19 Cyber-weapons are the way to go. Concealable or blatant; it is always better to *be* the gun.
- 20 Massive guns. The kind that take two other people to carry for you. Oh yeah...

**Did We Mention Attitude? (This can be the defining roll for a character, setting their outer demeanor, which may or may not be how they really feel. In fact, some Players might find it interesting to roll twice, once for external appearances and again for their true attitude.)**

**D20 Roll An Outlook on Life**

- 1 You are a walking suicide waiting for a bullet to happen on. Your outlook is very, very bleak.
- 2 You dwell on death, but it's what should happen to other people. Avoiding you is a good idea.
- 3 Anti-social does not begin to cover you. You need a private place of your own... all the time.
- 4 You are nuts. Psychotic, phobic, narcoleptic, etc. You need therapy but then, who doesn't?
- 5 You have an unnatural preoccupation with something, but you can usually function despite it.
- 6 You are a hopeless romantic, making attachments with people who are unlikely to return them.
- 7 Any sob story draws you right in; the more wrenching the tragedy the better for you.
- 8 People come to you when they are in trouble and, like it or not, you always try to help.
- 9 People come to you when they are in trouble and, like it or not, you always say 'Go to Hell'.
- 10 If you have an attitude, it went in missing in action a long time ago. You just get by, quietly.
- 11 You *always* leave a calling card. Among freelancers, this is usually called 'silver bulleting'.
- 12 You are an Ice King or Queen. Nothing bothers you and you never lose your temper. Ever.
- 13 You hate guns. You *hate* guns. They scare you. You run for cover at just the mention of one.
- 14 Do not mess with you. You aren't responsible for the terrible things you do to people who do.
- 15 You can't help it. You like people. It really sucks that so many of them are utter vermin.
- 16 Every day is a struggle, but you get off on the challenge. He who dies last wins it all.
- 17 Some people crawl into a bottle and live there. You are the slum lord of alcoholics. Cheers.
- 18 Luxury is your only goal. As the rich love to say, living well is the best revenge.
- 19 Consummate professional. You try not to form attachments, but you are eternally dependable.
- 20 There's always one of them in any crowd and you are it. Nothing *ever* upsets you. Freak.



even though he would never wear such things around his neighborhood for fear of getting knifed.

### BRINGING IT ALL TOGETHER

All right; you are just about there. You have your statistics, you have your fashion style, and you have your attitude. If things on the chart sounded good but they did not fit with the rest of the character, you can always change either. These charts do not have to be used in order and they do not have to be used *after* character creation. Use them first if you like, and build around what you roll. Whatever works for you during character creation is what you should do. The character you make is your alter-ego in the world of the damned; you might as well like it.

Once you have all this, record everything on a character sheet in all of the appropriate space along with your own notes. You will still need to choose cyberwear (if any) and equipment, but you are effectively almost done. A character sheet is included at the back of this book for your convenience, which you have permission to photocopy, though some people back in the analogue days of roleplaying used to use this stuff called notebook paper. I know- scary. Take a deep breath. It will be all right.

### OH YEAH, ONE MORE THING

There is one little detail you may have forgotten. The greatest character in the world is just a bunch of facts and numbers without the one thing that sums him up; a name. You could go with Bob or Janet, and for certain characters, those might be fine, but an armour plated killing machine named John is less than intimidating. A name in the world of OGL Cybernet is usually an act of defiance; it marks a character's decision to cast off his SPIN (Sequential Personal Information Number) and make the System take notice of him not as a number but as a name.

As such, a character name in this game should have a name that indicates some part of his or her nature that the Player wants emphasised. Names out of literature work well, as do short descriptors that echo the same feel as the character itself. Jim the combat machine is not memorable, but a seven foot walking tank named Thresher fits perfectly. Golaith or Mister Fist works too. Of course, these are just aliases but nine times out of ten, people in this world do not use their original names. The lives they lead in the shadows of the sprawl are not appropriate for Eugene Tanner, Brian Bohaney, and Beverly Matthews. Jet, Rip, and Hellcat, on the other hand...



# EQUIPMENT

## - THE TOOLS OF REBELLION

It takes more than just attitude and a snappy handle to fight the future; it takes computers, armoured clothes, and really big guns too. The society of Cybernet is usually one of servitude, with millions of products created every day to perpetuate the System and keep the cogs that run it in line. From personal items like clothes and food to the tools of industry, the gifts of nature are torn up, chewed down, and spat out as plastic veneer pencil cups and prefabricated office furniture.

Not everything found in this section will be an item for choice for your typical Cybernet character, but it is important to note that the things found here are representative of the darkly shining world as it could be in the future. Things tend to define a Cybernet world, at least as the System prefers it, with people relegated to with haves or have-nots, with very little in-between. Man is a work force, enslaved by itself at the whim of those few who only have power because it was given to them by a world populace too tired and disenfranchised to realise that they could take it back.

### GENERAL EQUIPMENT

This section covers the wide variety of general gear available to characters of all kinds. These items are, unless otherwise noted, recycled and mass produced, with very little to distinguish one object from another. During game play, one stapler looks just like another and the clothes of the drones that march from their home cubicles to their work cubicles and back each day drab and uninteresting. It is the purview of the Player Characters and their darker-than-life analogues serving the System to be distinctive in any way.

Many of the objects in this section are battery-operated. Any device that uses batteries comes with them as part of their base price. As a general rule, ignore battery life—assume that Player Characters (and their antagonists) are smart enough to recharge or replace their batteries between adventures, and that the batteries last as long as needed during adventures. Regardless, most batteries in the future are micro-fusion cells with a shelf life of decades and an operational duration of years. If battery life is important in the game, just roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries

have a purchase DC of 2 and can be changed as a move action.

### STARTING CHARACTER EQUIPMENT

As with any system that does not include specific prices for items, it can be difficult to determine what equipment a starting character should have when play begins. For some, this may be very inconvenient, but not having set prices makes the character creation process more about the character and less about his or her items. This allows a Games Master to determine what each character in the campaign begins with and makes equipping characters a more interactive process that ultimately makes each Player Character a better fit with the campaign's story line.

It is recommended that characters beginning at 1<sup>st</sup> level should not have cybergear of higher than gamma quality and weaponry should be allowed in any quality that is not unrealistic. It is a simple matter to get a gun, even in the repressive society of Cybernet, though a truckload of assault rifles might be pushing things a bit. General equipment and vehicles are a matter of Player and Games Master taste, but discretion and discussion should leave both sides satisfied with what characters may select before the first session.

### EQUIPMENT TABLES

Equipment is described by a number of statistics where appropriate, as shown on the General Equipment tables. Game information that cannot be summarised on the chart is given in the item's text description. Some simple items are listed on the General Equipment table but not given an additional description.

*Size:* The size category of a piece of equipment helps to determine how easy that object is to conceal, and it also indicates whether using the object requires one hand or two. In general, a character needs only one hand to use any object that is of his or her size category or smaller. Some cybergear can augment this rule.

*Weight:* This column gives the item's weight. In general, weight is of little consequence during play, and it is recommended that as long as Player Characters do not go overboard with what they are carrying ('Hey! I might need seventeen shotguns!'), exact encumbrance should not be a concern. When it becomes so, the charts for encumbrance levels are given in the Ability Scores chapter.

*Purchase DC:* This is the purchase DC for a Wealth check (see page 184) to acquire the item. This number reflects the base price and does not include any modifier

for purchasing the item on the black market. Purchasing normal equipment should probably be done 'off camera', so to speak, and not occupy play time unless the Games Master wishes otherwise.

*Restriction:* The restriction rating for the object, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the item on the black market. Keep in mind that purchases from the black

market are prime opportunities for roleplaying and make great use of Contacts. As such, they should never be summarised or simply allowed out of hand unless pressing campaign reasons demand otherwise. Restrictions are described in detail in the Wealth and Purchasing section of the Fame, Fortune, and Other Hazards of Having a Life chapter.

Object	Size	Weight	Purchase DC	Restriction
<b>Bags and Boxes</b>				
Ferraluminum travel case				—
10 lb. Capacity	Med	5 lb.	10	—
40 lb. Capacity	Large	10 lb.	11	—
75 lb. capacity	Large	15 lb.	12	—
Steel Briefcase	Med	3 lb.	7	—
Professional's field bag	Med	2 lb.	6	—
Day pack	Small	2 lb.	5	—
Handbag	Small	1 lb.	4	—
Gunner's pack				—
Standard	Small	2 lb.	7	—
Oversized	Med	3 lb.	9	—
Patrol box	Med	4 lb.	9	—
<b>Clothing</b>				
Clothing outfit				
Business	Med	3 lb.	12	—
Casual	Med	2 lb.	8	—
Formal	Med	3 lb.	15	—
Fatigues	Med	3 lb.	9	—
Uniform	Med	2 lb.	9	—
Multicamo suit	Med	5 lb.	6	—
Outerwear				
Coat	Med	2 lb.	8	—
Fatigue jacket	Med	2 lb.	7	—
Overcoat	Med	3 lb.	9	—
Parka	Med	3 lb.	9	—
Pocketed vest	Med	1 lb.	9	—
Windbreaker	Med	1 lb.	6	—
Tool belt	Small	2 lb.	9	—

Object	Size	Weight	Purchase DC	Restriction
<b>Computers and Consumer Electronics</b>				
Camera				
2mm	Small	2 lb.	17	—
Hyper-Digital	Tiny	0.5 lb.	11	—
Disposable	Tiny	0.5 lb.	4	—
Mini-Film Cell	Dim	—	3	—
Film developing (cell)	—	—	3	—
Web-Cam	---	---	6 (See Text)	—
Cellular phone	Dim	—	9	—
Computer				
Body Rig	Med	11 lb.	25	—
Handheld	Small	1 lb.	22	—
Wrist top	Tiny	---	18	—
Analogue Frame	Large	300 lb.+	28	Lic (+1)
Upgrade	—	—	See Text	—
Digital A/V recorder	Tiny	1 lb.	10	—
Modem				
Multiwave	Tiny	1 lb.	3	—
Pirate-Sat	Tiny	1 lb.	6	Illegal (+4)
Micro-Digital Assistant	Tiny	0.5 lb.	16	—
Portable satellite phone	Small	2 lb.	17	—
Professional vidcorder	Small	2 lb.	16	—
Hardcopy Printer	Med	3 lb.	12	—
Multi Scanner	Med	3 lb.	12	—
Communication Link				
Basic (Dot)	Tiny	1 lb.	7	—
Professional	Tiny	1 lb.	15	Lic (+1)

Object	Size	Weight	Purchase DC	Restriction
<b>Surveillance Gear</b>				
Black box	Tiny	0.5 lb.	4	Illegal (+4)
Caller ID defeater	Tiny	1 lb.	5	Illegal (+4)
Cellular interceptor	Tiny	0.5 lb.	23	—
Cellular Omniset	Tiny	1 lb.	13	Lic (+1)
Metal scanner	Small	2 lb.	11	—
Night vision goggles	Small	3 lb.	17	—
Tap detector	Tiny	1 lb.	7	—
Cell phone tap				
Line tap	Tiny	0.5 lb.	13	Lic (+1)
Receiver tap	Tiny	0.5 lb.	3	Res (+2)
Telephone line tracer	Med	5 lb.	23	—

Object	Size	Weight	Purchase DC	Restriction
<b>Professional Equipment</b>				
Bolt cutter	Med	5 lb.	6	
Caltrops (25)	Small	2 lb.	5	
Carjacker kit	Tiny	1 lb.	6	Lic (+1)
Chemical kit	Med	6 lb.	16	—
Demolitions kit	Med	5 lb.	13	Lic (+1)
Disguise kit	Med	5 lb.	12	—
Duct tape	Tiny	1 lb.	4	
Electrical tool kit				
Basic	Large	12 lb.	14	—
Deluxe	Huge	33 lb.	21	—
Evidence kit				
Basic	Med	6 lb.	7	
Deluxe	Med	8 lb.	15	—
Fake Identocard	Fine	—		Illegal (+4)
First aid kit	Small	3 lb.	5	
Forgery kit	Small	3 lb.	12	—
Handcuffs				
Steel	Tiny	1 lb.	7	
Zip-tie (25)	Dim	0.5 lb.	6	
Instrument, keyboard	Large	12 lb.	12	—
Instrument, percussion	Huge	50 lb.	14	—
Instrument, stringed	Large	7 lb.	13	—
Instrument, synthesiser	Large	10 lb.	15	
Instrument, wind	Tiny	1 lb.	8	
Lockpick set	Tiny	1 lb.	9	Lic (+1)
Lock release gun	Tiny	0.5 lb.	12	Res (+2)
Mechanical tool kit				
Basic	Large	22 lb.	13	—
Deluxe	Huge	45 lb.	20	—
Medical kit	Med	5 lb.	15	—
Multipurpose tool	Tiny	0.5 lb.	9	
Pharmacist kit	Med	6 lb.	17	Res (+2)
Search-and-rescue kit	Med	7 lb.	12	—
Surgery kit	Med	5 lb.	16	Lic (+1)
Surrender Pack	Small	1 lb.	6	---
<b>Survival Gear</b>				
Backpack	Med	3 lb.	10	—
Binoculars				
Standard	Small	2 lb.	7	
Rangefinding	Small	3 lb.	15	—
Electronic	Small	4 lb.	16	—
Chemical light sticks (5)	Tiny	1 lb.	2	
Climbing gear	Large	10 lb.	11	—
Compass, analogue/digital	Dim	0.5 lb.	5	
Fire extinguisher, halon-2	Med	3 lb.	8	
Flash goggles	Tiny	2 lb.	15	—
Flashlight				
Tiplight	Dim	0.5 lb.	3	
Standard	Tiny	1 lb.	4	
Battery flood	Small	2 lb.	6	

Object	Size	Weight	Purchase DC	Restriction
Gas mask, autofilter	Small	5 lb.	13	—
GPS transceiver	Tiny	1 lb.	15	—
Map				
Megaplex atlas	Tiny	1 lb.	4	—
Tactical map	Tiny	0.5 lb.	3	—
Mesh vest	Med	7 lb.	8	—
Portable stove	Tiny	1 lb.	9	—
Rope (150 ft.), polyfibre	Large	12 lb.	5	—
Sleeping bag	Med	4 lb.	9	—
Survival Domes				
2-person	Med	4 lb.	11	—
4-person	Med	7 lb.	12	—
8-person	Large	10 lb.	13	—
Trail rations (12)	Tiny	1 lb.	7	—
<b>Weapon Accessories</b>				
Box magazine	Tiny	0.5 lb.	4	—
Detonator				
Blasting cap	Tiny	0.5 lb.	4	Lic (+1)
Remote	Tiny	0.5 lb.	10	Lic (+1)
Timed	Tiny	0.5 lb.	7	Lic (+1)
Wired	Tiny	1 lb.	6	Lic (+1)
Holster				
Hip	Tiny	1 lb.	5	—
Concealed carry	Tiny	0.5 lb.	5	—
Illuminator	Tiny	0.5 lb.	7	—
Laser sight	Tiny	0.5 lb.	15	—
Scope				
Standard	Tiny	0.5 lb.	11	—
Electronic	Small	3 lb.	18	—
Speed loader	Tiny	0.5 lb.	3	—
Suppressor				
Pistol	Tiny	1 lb.	12	Mil (+3)
Rifle	Small	4 lb.	14	Mil (+3)
Heavy	Medium	10 lb.	16	Mil (+3)
Suspension Rig	Medium	30 lb.	18	Mil (+3)
Targeter, External	Tiny	1 lb.	18	Mil (+3)

## BAGS AND BOXES

With the wide variety of equipment available to people in the Cybernet genre, it is often critical to have something to store the equipment in or carry it around in. Guns can get a person shot on sight by twitchy cops and alert security personnel, so stashing implements of destruction in a ubiquitous case can be a life saver in the right circumstances.

### Ferraluminum Travel Case

A travel case is a reinforced metal box with foam inserts or speciality compartments. Wing-style clamps or sliding side closures keep it from opening accidentally, and the top usually features an heavy analogue key lock (Disable Device DC 28; break DC 19). The cases are generally built out of ferraluminum, an ultra-light, ultra-resistant metal alloy, to keep their contents intact through the rigors of daily life in the sprawl.

### Steel Briefcase

A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (Disable Device DC 20; break DC 10). Most briefcases used for sensitive materials have the lock upgraded to either a heavy analogue lock (Disable Device DC 28; break DC 19) or a finger scan ferrite lock (Disable Device DC 30; break DC 16; opens as a free action for an encoded user, holds three user codes).

### Professional's Field Bag

A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads, and cell phones. It even has a clear plastic flap for maps or plans. Made of durable fabric, usually synthetic leather or rip-stop, it holds 10 pounds worth of equipment and comes with a shoulder strap. Most also feature a built-in holster for a hold out pistol as no extra cost.

### Day Pack

This is a small backpack, the sort often used by students and professionals to carry their books around or by soldiers to carry ammunition and a few extra pieces of gear on missions where a full range pack would be too cumbersome or too noticeable. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

### Handbag

Handbags provide a stylish way to carry 2 pounds of equipment. The purchase DC shown is for a basic bag; high-fashion purses straight from the runways of Eurasia or off of high scale Web shopping sites can increase the DC by as much as 5.

Ferraluminum Travel Case



Steel Briefcase



Professional's Field Bag



Range Pack



Handbag



Day Pack



Patrol Box



Cellular Interceptor



Hardcopy Printer



Cellular Phone with Caller ID Defeater



Portable Satellite Phone



Cellular Omniset



Multi Scanner



Digital A/V Recorder



MDA



Communication Link (Professional)



Black Box



Tap Detector



Telephone Tap



Night Vision Goggles



Metal Scanner



### Range Pack

This lightweight black bag has a spacious inner compartment capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external compartments. The larger version holds 12 pounds of equipment in the internal compartment and another 6 pounds in the zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

### Patrol Box

Originally developed for use by police officers, this portable file cabinet has found favour with travelling salespeople and corporates in need of file storage. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop computer, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (Disable Device DC 25; break DC 15). Most patrol boxes used for sensitive materials have the lock upgraded to either a heavy analogue lock (Disable Device DC 28; break DC 19) or a finger scan ferrite lock (Disable Device DC 30; break DC 16; opens as a free action for an encoded user, holds three user codes).

## CLOTHING

The items described here represent special clothing types, or unusual outfits that a character might need to purchase. For the most part, clothing choice is based on character concept. It is generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that becomes the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on OGL Cybernet game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks. Clothes also help to hide firearms, body Armour, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

### Clothing Outfit

An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any





necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

**Business:** A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal. These can range in Purchase price up to +5 of normal, depending on the quality of materials and the designer look.

**Casual:** Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater. Casual clothes in the sprawl can vary widely, but typically any apparel that is not specifically in one of the other categories here is considered 'casual'.

**Formal:** From a little black dress with silk straps to a fully appointed tuxedo with a Mandarin collar and Japanese lapels, formal clothes are appropriate for high society occasions. Special designer creations can have purchase DCs much higher than shown on the table, possibly as high as +10 for the latest items from noted designers.

**Fatigues:** Also called 'battle dress uniforms' in the world's many standing militaries, these are worn by

hardened veterans and urban warriors alike. They are rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

**Uniform:** From the dangerous world of pizza delivery to a senior North America Air Defence officer, people on the job tend to wear uniforms—making such clothing an essential part of some disguises, since a uniform inclines people to trust that the wearer is what he appears. Uniforms can be purchased as camouflage; these suits add a +2 circumstance modifier when the wearer is in the environment appropriate to the uniform's camouflage pattern (forest, desert, winter, or far more commonly, urban).

### Multicamo Suit

The ultimate in concealment, a multicamo suit is a loose mesh over garment covered in strips of colour changing fabric keyed to an electronic sensor. Other non-powered camouflaging elements can easily be added. A figure under a multicamo suit is nearly impossible to discern,

Fatigue Jacket



Parka



Wrist Top  
(computer)



Computer



Pocketed vest



Mesh Vest



Modem



Handheld  
(computer)



Tool Belt



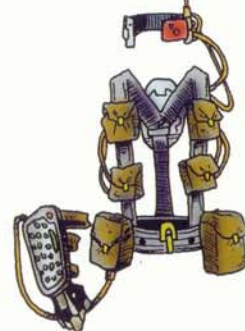
2MM



Hyper-Digital



Body Rig  
(Computer)



Disposable



Mini-Film cell



and this suit can be worn over everything but powered armour and Class 4 combat plate.

A character wearing a multicamo suit gains a +10 bonus on Hide checks after becoming stationary for one round. Movement ruins this effect, as the swirling light effects of the sensors trying to lock onto the background draws as much attention as the colour matching dissuades. However, the bulky suit imposes a penalty of -4 on all Dexterity checks, Dexterity-based skill checks (except Hide), and melee attack rolls.

### Outerwear

In addition to keeping a character warm and dry, coats and jackets provide additional storage and concealment for things a character is carrying (they generally qualify as loose or bulky clothing; see Concealed Weapons and Objects).

**Coat:** An outer garment worn on the upper body. Its length and style vary according to fashion and use.

**Fatigue Jacket:** A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

**Overcoat:** Also called a trenchcoat if styled that way, an overcoat is a warm coat worn over a suit jacket or indoor clothing. Trenchcoats have enough pockets to qualify as a 'specially constructed to conceal object' article of clothing.

**Parka:** This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather. It is a common item found draped over the homeless masses of any sprawl.

**Pocketed Vest:** Made of cotton with mesh panels to keep the wearer cool, a pocketed vest has numerous obvious—and hidden—pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants the 'specially modified to conceal object' bonus when used to conceal Tiny or smaller objects. See Concealed Weapons and Objects.

**Windbreaker:** This is a lightweight jacket made of wind-resistant material.

### Tool Belt

This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

## COMPUTERS AND CONSUMER ELECTRONICS

Rules for operating computers appear under the Computer Use skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase DC accounts for both costs; once a character has obtained the item, he or she does not have to worry about ongoing subscription costs. These items are only appropriate for analogue computers. Invasive systems capable of generating Webspaces or taking a user into it are covered in full in the Web chapter.

### Camera

Still cameras are rare in the ultra-modern age, but those that still exist are usually in the hands of professionals of one stripe or another. These items let a character capture a record of what he or she has seen in a way that is often more expressive than video.

**2mm:** The only real choice for a professional photographer in the Cybernet world, this camera can accept different lenses and takes the highest-quality picture imaginable. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a 2 mm camera must be developed before the images can be used.

**Hyper-Digital:** A hyper-digital camera has multiple filming elements and uses no film; instead, its pictures are simply downloaded to a computer as superdense image files. No film developing is necessary.

**Disposable:** A disposable 2mm camera with 36 exposures of film built in can be purchased from vending machines, kiosks in the nicer sections of most sprawls, a few stores, and hundreds of other places where people actually still travel. Once the film is used, the entire camera is turned in to have the film developed.

**Mini-Film Cell:** The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase DC represents the cost of a cell of 120 exposures of high-speed, multi-purpose film.

**Film Developing:** In most areas, auto-kiosks provide 5 minute service; in others, it takes 6 hours without access to high speed equipment. In really remote areas, film may have to be sent away using the nearly defunct postal service in most countries or the high tech shipping industries in others. This process can take three days or longer. The purchase DC represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size if desired.

Professional art quality prints carry a +3 modifier to the Purchase DC.

### Cellular Phone

A digital communications device that comes in a handheld model or as a headset, a cell phone uses a fusion battery that lasts for a full month before it must be recharged. It works in any area covered by cellular service, which is virtually the entire world in the dark future. Even remote areas like Antarctica and the deep ocean have repeater towers to maintain a constant cellular feed across the planet. Cell phones are the typical method of communication for people in the System, but most freelancers despise them because of the ease of location and surveillance that carrying one provides to others.

### Computer

Whether a body rig, a laptop, a wrist top, or a massive analogue frame, a computer includes an input device like a keyboard or a vocal recogniser, a pointer such as an integral mouse or an optical tracker, a monitor, a multi-speaker, a data chip drive, a built-in modem, and the latest processor array. A character needs a computer to make Computer Use checks and to make Research checks

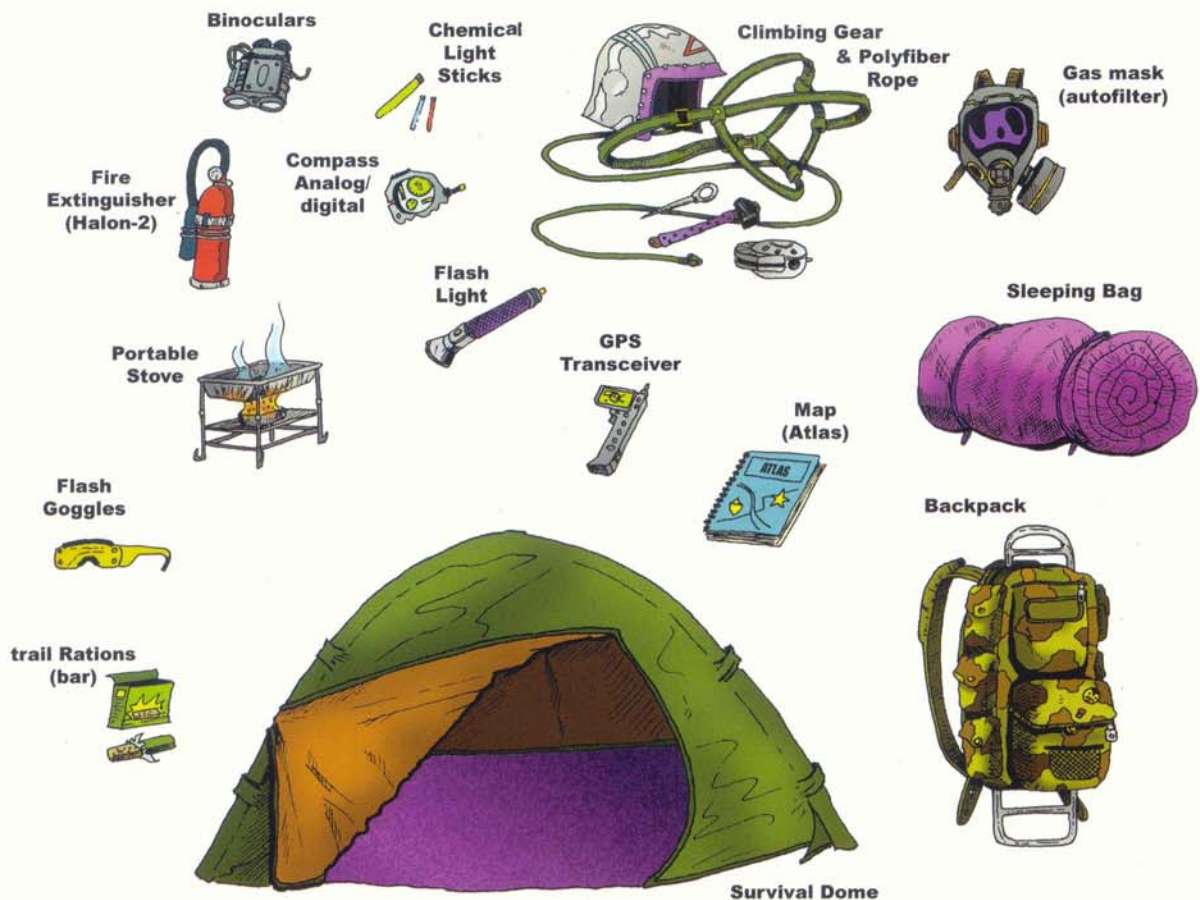
involving the Web, though these devices cannot take a character immersively into the Web.

*Body Rig:* Bulky but powerful, these machines consist of pieces worn in various body locations, including an arm mounted keyboard, an optical tracking pointer and monitor worn over one eye, a belt array of processors, and other devices. The advantage to body rigs comes in that they can be used 'hands free', allowing a user to make Computer Use checks without occupying either hand.

*Handheld:* Slim, lightweight, and portable, handhelds have most of the functions available on analogue frames and body rig computers.

*Wrist Top:* The ultimate in micro technology, wrist tops are incredibly powerful for their size, though the limitations on space force their users to suffer a -1 on all Computer Use checks and cannot be upgraded as listed below. Their advantage comes in their small size and portability.

*Analogue Frames:* Older technology still in use in police stations and smaller corporations, analogue frames access the Web non-invasively. They are still very powerful and provide a +2 equipment bonus to Computer Use checks and are fairly secure, imposing a -2 equipment penalty to external attempts to hack into them. Analogue Frames can be upgraded as noted below.



*Upgrades:* A character can upgrade any form of computer's processor to provide a +1 equipment bonus on Computer Use checks. Increase the purchase DC of a handheld or wrist top by +1 and a body rig or analogue frame by +2 to purchase an upgrade. Computers can also have their internal security increased to impose a -1 equipment penalty to external intrusion. These modifications stack with similar bonuses and penalties inherent in the base computer system.

### Digital A/V Recorder

These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of video and audio. They can be remotely connected to any computer to download the digital recording. Digital a/v recorders have fairly sensitive microphones; they only pick up sounds within 30 feet and can be used directionally.

### Modem

A modem allows a character to connect a computer to the Web. To use a modem, a character must have a computer and an appropriate data line or a cell phone. All computers except analogue frames come with multiwave modems, which allow connection to the Web but do so in a way that can be traced by the proper telecom authorities. For truly secure communications, more freelancers and webcrawlers use pirate sat modems.

*Multiwave:* These modems bring ultra high-speed non-immersive access to any computer with one attached to it. A broadband modem gives a character on-demand, high-speed access to data, allowing Computer Use and Research checks involving the Web to be made in half the normal time.

*Pirate Sat:* A pirate sat modem allows a character to connect her computer to the Web anywhere he or she can use a cell phone without leaving any trace of her whereabouts. However, access speed is slow and the computer cannot have more than 30 feet of stone between it and the open sky. Any Computer Use or Research check involving a pirate sat link to the Web takes half again the normal time (multiply by 1.5).

### MDA

Micro digital assistants are handy tools for storing data and ubiquitous items found in the possession of almost every corporate and government agent on Earth. They can be linked to any form of computer to move files back and forth, but can't be used for Computer Use or Research checks. They all have an integral audio/video recorder and enough memory to hold an hour worth of footage.

### Portable Satellite Phone

This object looks much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas well

beyond the extent of cell phone service. Portable satellite phones are very expensive to use. When used in a place not served by regular cellular service, each call requires a Wealth check (DC 6).

### Portable Vidcorder

Portable vidcorders use a standardised format of data chip to record activity. The chip can be played back through a monitor unit, via the camera's integral screen, or by connecting it with a pass-through device to a computer or MDA of any kind. The pass-through and one six hour data chip are included in the Purchase DC; each chips are at a DC 3 to purchase.

### Hardcopy Printer

The full colour laserpoint printer described here is suited for creating hard copies of text and image files from computers, MDAs, and digital cameras. Hardcopy printers come in hundreds of different styles, but their price and capabilities are all pretty similar.

### Multi Scanner

A colour flatbed or page feed scanner allows the user to transfer images and documents from hard copy into a computer in digital form. These are used less often in the future as most paperwork is generated originally in data form, but a few corporations use them in conjunction with analogue computers severed from the Web for high security documents.

### Communication Link

These portable shortwave transceivers communicate with any similar device operating on the same frequency and within range.

*Basic (dot):* This small coin-sized receiver/transmitter pair has thirty-three channels. Anyone else using a similar set of dots on the same wavelength within range can listen in on the character's conversations. These have a range of 2.5 miles.

*Professional:* This high-end private model allows a character to program in use to fifty-eight different frequencies from thousands of choices—making it likely that the character can find a frequency that is not being used by anyone else within range. The device can be used with or without a voice-activated set of dots similar to the basic model (included). It has a range of 15 miles.

### Surveillance Gear

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of an investigation professional's job and can be an effective tactic for virtually anyone in the cyberpunk genre. Even if the Player Characters never use these items, they may and probably will be used against them at some point during a campaign.

### Black Box

This device, easily concealed in the palm of one hand, emits digital tones that convince the phone system to make a connection free of charge. They also let a user 'bounce' a call through multiple switches, making the call harder to trace (the DC of any Computer Use check to trace the call is increased by 5). Illicit webcrawlers and jackers forced to make a call over an unsecured cellular phone almost always use special black boxes, sometimes of their own construction, to make the call untraceable. These improved black boxes cost the same as regular boxes in parts, have to be constructed custom with a Craft (electronics) check at a DC of 20, and render a call perfectly untraceable for 3d10 minutes (rolled by the Games Master secretly at the beginning of each call).

### Caller ID Defeater

When a phone line contains a caller ID defeater, phones attempting to connect with that line show up as 'anonymous' or 'unavailable' on a caller ID unit. Such a call can still be traced as normal, however. In the dark world of the future, all calls are required by law to be identifiable, making these devices illegal and generally used only by security-conscious freelancers and webcrawlers not wishing to announce their identity when they go on the Web non-immersively.

### Cellular Interceptor

About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a 5-mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a Computer Use check (DC 35); if the user knows the phone number of the phone in question, the DC drops to 10. Obviously, the phone must be in use for someone to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections, but since these only occur between secure installations in the Cybernet world, this is not much of an installation. Virtually everyone in the System carries a cellular phone; ground line telephones are extremely rare.

### Cellular Omniset

This device resembles an oversized cellphone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a Repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it. An omniset is a common tool for cellular repair personnel for use with repeater towers.

### Metal Scanner

This handheld device provides a +10 equipment bonus on all Search checks involving metal objects. The transmission waves given off by an active metal scanner

can be detected as low-bandwidth x-rays at a distance of 30 feet.

### Night Vision Goggles

Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all Spot and Search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room does not. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles or equipped with night sight cybereyes).

### Tap Detector

Plug this into a cellular phone or a ground line handset between the phone and the outlet and it helps detect if the line is tapped. To detect a tap, make a Computer Use check (the DC varies according to the type of telephone tap used; see below). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also, it cannot be used to detect a cellular omniset.

### Telephone Tap

These devices allow a character to listen to conversations over a particular phone line.

*Line Tap:* This tap can be placed in the air at any point between a phone and the nearest repeater tower (usually on the street nearby). Positioning it correctly requires a Repair check (DC 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional communication link. Detecting a line tap by using a tap detector requires a Computer Use check (DC 25).

*Receiver Tap:* This extremely tiny item can be easily slipped into a cellular phone as a Repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional communicator. Detecting a receiver tap by using a tap detector requires a Computer Use check (DC 15).

*Telephone Line Tracer:* Essentially a highly specialised computer, a line tracer hooked to a repeater tower can trace phone calls made through that tower, even if there is a caller ID defeater hooked up at the other end. All it takes is time to filter through the hundreds of incoming signals for the one a user wishes to trace.

Operating a line tracer is a full-round action requiring a Computer Use check (DC 10). Success gains one digit of the target phone number, starting with the first number

of the area code. In Cybernet, cellular phones all have eleven digit numbers.

## PROFESSIONAL EQUIPMENT

This category covers a wide variety of specialised equipment used by professionals in adventure-related fields.

Some objects contain the tools necessary to use certain skills optimally. Without the use of these items, often referred to as kits, skill checks made with these skills are at a -4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (purchase DC 5 less than the original purchase DC).

Note that some skills, by their nature, require a piece of equipment to utilise.

Skill	Associated Item
Climb	Climbing gear
Craft (chemical)	Chemical kit
Craft (electronic)	Electrical tool kit
Craft (mechanical)	Mechanical tool kit
Craft (pharmaceutical)	Pharmacist kit
Craft (structural)	Mechanical tool kit
Demolitions	Demolitions kit
Disable Device	Car opening kit Electrical tool kit Lockpick set Lock release gun
Disguise	Disguise kit
Forgery	Forgery kit
Investigate	Evidence kit
Perform (keyboards)	Instrument, keyboard
Perform (percussion)	Instrument, percussion
Perform (stringed)	Instrument, stringed
Perform (wind)	Instrument, wind
Repair	Electrical tool kit Mechanical tool kit Multipurpose tool
Medical	First aid kit Medical kit Surgery kit

### Bolt Cutter

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks, ferrite zip ties, or chain-link fences.

Using a bolt cutter requires a Strength check (DC 10, 12 for ferrite).

### Caltrops

Caltrops are four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5-foot square. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Medical check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt for the effect of caltrops on vehicles. Caltrops are very popular among rage gangers and anyone with a yen for car chases.

### Carjacker Kit

This set contains odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock and the right electronic devices to override a vehicle's security and ignition components. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description.

### Chemical Kit

A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analysing acids, bases, explosives, toxic gases, and other chemical compounds.

### Demolitions Kit

This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. A demolition kit includes one remote detonator; extra detonators and explosives must be purchased separately.

### Disguise Kit

This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It does not contain clothing or uniforms, however. These are rarely available as-is on the street, and more represents the kit of kit a character can put together to aid in Disguise checks over the course of several smaller purchases.

### Duct Tape

Even in the dark future, the myriad uses of duct tape are limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to

free themselves. A roll provides 70 feet of tape, 2 inches wide.

### Electrical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

*Basic:* This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.

*Deluxe:* This kit consists of a number of specialised diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on Repair checks for electrical or electronic devices and allows a character to make Craft (electronic) checks without penalty. Deluxe tool kits can be gleaned by spending an hour raiding an electronic-equipped workshop or laboratory for choice pieces.

### Evidence Kits

Law enforcement agencies around the world generally use the same tools to gather evidence (when they bother to do so in the lawless times of Cybernet). Having an evidence kit does not grant access to a full crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to use the collect evidence option of the Investigate skill.

*Basic:* A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

*Deluxe:* A deluxe kit includes all the materials in a basic kit, plus supplies for analysing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and moulds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation). Using a deluxe kit to analyse a possible narcotic substance or basic chemical requires a Craft (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply. A deluxe evidence kit can be gleaned by spending an hour raiding a fully equipped crime lab for choice pieces.

### Fake Identocard

Purchasing a falsified identification card with a functioning (if erroneous) SPIN from a black market source can produce mixed results, depending on the skill of the forger and the authenticity of the base materials

used. Typically, an Unclassed forger has 1 to 4 ranks in the Forgery skill, with a +2 ability modifier. When a character purchases a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake identocard. The purchase DC of a fake ID is 10 + the forger's ranks in the Forgery skill. Once a fake identocard has been spotted, it is rendered effectively useless as its forged SPIN is reported and removed from the system.

Identocards can be upgraded to provide driving permissions in a given country at a Purchase DC increase of +2. These are legitimate enough to start most vehicles once their ownership security has been breached, since vehicles in Cybernet are hardwired to require a Driver's Permit to use (assuming someone does not disable this system, as most do (Disable Device DC: 23 to accomplish).

### First Aid Kit

Available at thousands of kiosks and sprawl shops, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Medical check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid or medical kit always incur a -4 penalty.

### Forgery Kit

This kit contains everything needed to use the Forgery skill to prepare forged items. Depending on the item to be forged, a character might need sample documents or other items not included in the kit. While the skill is important for forging, as are the items in this kit, the Computer Use skill is needed to implement some level of authenticity upon items in various Web databases.

### Handcuffs

Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small human or other creature that has an appropriate body structure.

**Steel:** These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

**Zip-Tie:** These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail). There are flexible ferrite versions of these available at a +2 Purchase DC increase. Ferrite zip-ties have hardness 1, 9 hit points, and a break DC of 28.

## Instruments, Various

These items are necessary in order to use the Perform skill appropriate to their type. See the Perform skill for information on using makeshift and improvised instruments.

## Lockpick Set

A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty. Lockpick sets also include small electronic items designed to achieve the same effect with powered locks.

## Lock Release Gun

This small, pistol-like device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary). Release guns are completely useless against electronic locks, usually ruining them and rendering them fused closed if used on them.

## Mechanical Tool Kit

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

*Basic:* This kit, which fits in a portable toolbox, allows a character to make Repair checks for mechanical devices without penalty. A basic tool kit can also be distributed evenly around a tool belt, allowing its weight to be carried without applying to a character's overall encumbrance.


*Deluxe:* This kit fills a good-sized shop cabinet. It includes a broad variety of specialised hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on Repair checks for mechanical devices and allows a character to make Craft (mechanical) or Craft (structural) checks without penalty. A deluxe mechanical tool kit can be gleaned by spending an hour raiding a mechanically equipped workshop or garage for choice pieces.

## Medical Kit

About the size of a large tackle box or storage case, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical







supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilise a dying character (see the Medical skill). Skill checks made without a first aid or medical kit incur a -4 penalty.

### **Multipurpose Tool**

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a pair of pliers. A well-made multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools to -2 instead of the normal -4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations. Very few freelancers in the sprawl step outside without one of these tucked into a pocket somewhere.

### **Pharmacist Kit**

A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyse, and dispense medicinal drugs. A pharmacy kit includes a number of consumable items and must be replaced at full cost after six uses.

### **Search-and-Rescue Kit**

This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight 'space' blanket, a standard flashlight, 50 feet of durable polyfibre rope, two smoke grenades, and one signal flare. It is a tragic truth of the Cybered future that most people wear their life-saving search-and-rescue kit on their belt right next to a gun.

### **Surrender Pack**

A survival tool of the urban kind, a surrender pack is a soft plastic capsule containing synthetic blood and a tiny shaped charge that bursts through clothing and sprays the contents around the detonation and into the air. This burst inflicts 1 point of subdual damage on the user and allows him to make a Bluff or Disguise check (DC: 18 for either), opposed by the Spot of anyone within line of sight. If the skill check is successful, the user is presumed dead by some or all of those watching and may be left alone. In the violent streets of Cybernet, even a slim chance is better than none.

## **SURVIVAL GEAR**

Survival gear helps characters keep themselves alive in the great outdoors. In the sprawl, that is just about everywhere, including inside many buildings. The elements are just as harsh inside some condemned

buildings as they are in the gutter; the former only used because it provides cover from the cross fires that riddle the darker streets of the world's megaplexes.

### **Backpack**

This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear. A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

### **Binoculars**

Binoculars are useful for watching opponents, shadowing targets, and spying on people over long distance. Usually constructed of polycarbonate alloys with shaped optical plastic lenses, binoculars are both lightweight and vital for any kind of surveillance work.

*Standard:* Standard binoculars reduce the range penalty for Spot checks to -1 for every 50 feet (instead of -1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided.

*Rangefinding:* In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

*Electronic:* Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the darkvision ability granted by night vision goggles.

### **Chemical Light Stick**

This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed purchase DC is for a pack of 5 sticks. These are as common in the future as they are in modern times, mostly because of their complete and simple construction.

### **Climbing Gear**

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a powered micromotor, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

### **Compass, Analogue/Digital**

An analogue/digital compass relies on the Earth's magnetic field to determine the direction of magnetic north through both non-powered magnetic means and an electromagnetic spectrum detector. A compass grants its user a +2 equipment bonus on Navigate checks.

### **Fire Extinguisher, halon-2**

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses. Anyone targeted by this device as a ranged attack with a maximum range of 10 feet must make a Fortitude save or be *stunned* for a single round and *nauseated* for 1d4 rounds thereafter. Any kind of breathing filtration negates this form of attack.

### **Flash Goggles**

These eye coverings provide total protection against blinding light and attack forms that rely on bright light (not coherent light, such as lasers) to affect the target.

### **Flashlight**

Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of Cybernet existence. Flashlights negate penalties for darkness within their illuminated areas.

*Tiplight:* This small flashlight can be worn on a fingertip without affecting the manual dexterity of the user. It projects a beam of light 10 feet long and 5 feet wide at its end and does not require a free hand to operate.

*Standard:* This heavy metal or carbonate alloy flashlight projects a beam 30 feet long and 15 feet across at its end and can be used as a club without a non-proficiency penalty in melee combat.

*Battery Flood:* Practically a handheld spotlight, this item projects a bright beam 100 feet long and 50 feet across at its end.

### **Gas Mask, Autofilter**

This apparatus covers the face and connects to a chemical rebreathing air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use and allows free breathing during this time in all but airless environments, even underwater. Changing a filter is a move action. The purchase DC for one extra filter canister is 6.

### **GPS Transceiver**

Global positioning system transceivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet and broadcasts that location back to a central database every five seconds. A GPS receiver grants its user a +4 equipment bonus on Navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors or when less than a total of 30 feet of stone or metal are between the device and the user. These are used as tools and as 'leashes' by the System, but it is amazing how many freelancer who

own one manage to 'accidentally' break the transmitter (Disable device, DC 20).

### **Map**

While a compass or GPS receiver can help characters find their way through the wilderness, a map can tell a character where he or she is going and what to expect when he or she gets there.

*Megaplex Atlas:* Road atlases are available for the entire United States, showing all major roads in each state. They can also be purchased for most major metropolitan areas, detailing every street in the entire region.

*Tactical Map:* A tactical map covers a small area—usually a few miles on a side—in exacting detail. Generally, every building is represented, along with all roads, trails, construction features, and areas of vegetation (if any). Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain). Using one of these provides a +1 equipment bonus when making Knowledge (tactics) checks.

### **Mesh Vest**

This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment. It resembles the Professional's Vest but is obviously meant for rougher conditions and is not as fashionable. A mesh vest provides a +2 equipment bonus to Strength for the purpose of determining carrying capacity.

### **Portable Stove**

This small stove works on kerosene, white gasoline, or a miniature array of directional lasers (at a +4 the the Purchase DC) and can easily be broken down and carried for backpacking. The laser equipped version effectively has an unlimited lifespan, but the gas cylinders in other types must be replaced once every twenty meals at a Purchase DC of 2.

### **Rope, Polyfibre**

Polyfibre climbing rope can support up to 1,000 pounds and has an enhanced break DC of 20 due to its composite construction. Polyfibre rope comes in every colour imaginable, but has a standard range of black, white, yellow, orange, and camouflaged brown and green.

### **Sleeping Bag**

This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency. Sleeping bags in the future are polyfibre shelled with a spun cellulose filler, are waterproof, fire resistant (reduced fire damage

by 5 points per round of anyone inside one), and can be easily patched with a kit that is included in the Purchase check.

### Survival Dome

A tent keeps a character warm and dry in severe weather, providing a +2 equipment bonus on Fortitude saves against the effects of cold weather. Domes are rated by the number of people they can successfully shelter and require 5 minutes per person to set up. Automatic versions of each size exist, at a +2 Purchase DC increase, that set themselves up over the course of one round per person capacity.

### Trail Rations

Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The purchase DC given is for a case of 12 meals. Still called trail rations, even though no one really goes hiking anymore (except for some preserves in Europe and a few third world countries), these items are a godsend to anyone in the sprawl lucky enough score a case.

## WEAPON ACCESSORIES

As if modern weapons were not dangerous enough, a number of accessories can increase their utility or efficiency. Some of these are physically attached to the weapon and cannot be removed, while others can be swapped between weapons, typically as a full round action.

### Box Magazine

For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat. Box magazines, for simplicity's sake, must be filled with the same type of ammunition. Mixing load types in a box magazine works fine until the ammo loaded 'on top' (i.e. the ammunition fired first) runs out and the next type tries to chamber – the gun automatically jams and must be cleared manually.

### Detonator

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

*Blasting Cap:* This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a

Demolitions check (DC 10). When the electrical device is activated, the detonator goes off.

*Remote:* This device consists of two parts: the detonator itself and the activation device. This can be a separate device included in the Purchase DC or any item capable of transmitting a coded signal such as a modem equipped computer. Even an MDA can set off a remote detonator using a module that interfaces between them (also included). The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

*Timed:* This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

*Wired:* This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

### Holster

Holsters are generally available for all Medium-size or smaller firearms. Holsters can also be fitted to melee weapons; they are usually called scabbards or sheaths in this case.

*Hip:* This holster holds the weapon in an easily accessed—and easily seen—location. Speed holsters exist; these do not allow near-instant draws—try the Quick Draw feat for that—but they do allow a character in the situation of a tied initiative to draw and fire first if it becomes an issue. Speed holsters are +1 Purchase DC.

*Concealed Carry:* A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or Tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his or her back). Tiny weapons can also be carried in ankle or boot holsters.

### Illuminator

An illuminator is a small, fusion cell flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight and negates most night penalties in combat. An active illuminator of any kind inflicts a -5 circumstance penalty to Hide checks made by the user.

### Laser Sight

This small, fusion cell laser mounts on a firearm, and projects a tiny red dot on the weapon's target when its trigger is touched. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther

than 30 feet away. However, a laser sight cannot be used outdoors during the daytime. Most laser sights have an 'idiot switch' and will not come on if the weapon's safety catch is on.

### Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult and time consuming to use effectively. Scopes are a must for snipers unless the shooter has certain compensatory pieces of optical cybergear.

*Standard:* A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

*Electronic:* An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles. This ability supersedes the increased range increment bonus; replacing the latter in nighttime shooting.

### Speed Loader

A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the bullets at once. Revolvers are not common weapons, mostly because of their limited ammunition capacity; these somewhat alleviates that disadvantage.

### Suppresser

A suppresser fits on the end of a firearm, capturing the gases travelling at supersonic speed that propel a bullet as it is fired. This eliminates the noise and flare from the bullet's firing, dramatically reducing the sound and light the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For rifles and machine guns, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire. For heavy weapons, a suppresser is mostly useful only to keep tactical targets from being able to trace back the shot; doing so requires a Spot check, DC 15.

Modifying a weapon to accept a suppresser requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppresser can be attached or removed as a move action. Suppressers cannot be used on revolvers or shotguns. A suppresser purchased for one weapon can

be used for any other weapon that fires the same calibre of ammunition.

### Suspension Rig

A body frame that includes several tension rods and collapsible sections, a suspension rig allows a character to transport and operate a heavy weapon without most of the usual penalties associated with doing so (half movement, penalty to Move Silently and Hide checks). This rig reduces the penalties to skill checks to -4 (as opposed to -8), and allows three quarters of the character's normal movement rate. This comes at a -2 penalty to attack rolls, but it allows a heavy weapon to be fired in the same round that the wielder moves.

## LIFESTYLE

Lifestyle items include travel expenses, entertainment and meals beyond the ordinary, and housing, for those characters interested in buying a home rather than renting. How a person lives in the cybernet genre is easily as important as where he lives; style is as much a place as it is a fashion or an attitude. Lifestyle items are shown on the table below.

### Lifestyle Charts

#### Housing Purchase DC

Small condo	28
Large condo	30
Small house	30
Medium house	32
Large house	34
Mansion	36

#### Entertainment Purchase DC

Vidscreen ticket	3
'Cultural event' ticket	7
Sporting event ticket	7

#### Meals Purchase DC

Fab food	2
Family restaurant	4
Upscale restaurant	7
Fancy restaurant	9

#### Lodging Purchase DC

Budget motel	7
Average hotel	9
Upscale hotel	11

Transportation	Purchase DC
<b>Airfare</b>	
Domestic, coach	14
Domestic, first class	17
International, coach	18
International, first class	22
Sub-orbital, first class	26
<b>Car rental</b>	
Economy car	6
Mid-size or truck	8
Luxury or Hover	10

### Housing

The houses listed in the Housing section of Lifestyle make two important assumptions. The first is that the character can find an available home of that type somewhere in the sprawl. The second is that the character is allowed to purchase it. Home ownership is firmly in the grip of the System and only corporates and similar characters have any real chance of accomplishing it with heavy use of Forgery and Computer Use to falsify credentials and bank records (a story idea in and of itself for a continuing campaign).

The purchase DC covers the down payment, not the total cost of the home. (A character buying a home does not have to worry about mortgage payments; they simply replace the hero's rent, which is already accounted for in the Wealth system)

The small house and condo are one- or two-bedroom homes, probably with covered garage parking. The large condo and medium house are three-bedroom homes with underground garage parking for one or two cars. The large house is a four-bedroom home with a two-car garage, while the mansion is a five- or six-bedroom home with an extra den, spacious rooms throughout, and a three-car garage, also underground. All of these homes are of typical construction; luxury appointments or custom design is available with a +2 increase to the purchase DC.

Location dramatically affects a home's value. The given purchase DC assumes a typical urban location with average crime rates. An undesirable location, such as a bad neighbourhood (most of the sprawl) or a remote rural site (unlikely in most megaplexes), reduces the purchase DC by 2. A particularly good location in an upscale neighbourhood or the corporate city centre increases the purchase DC by 2.

### Entertainment

Purchase DCs are given for several entertainment options. They represent the purchase of a single ticket. A pair of tickets can be purchased together; doing so increases the purchase DC by 2. Cultural Events covers everything from ballet and opera to plays and special screenings of blockbuster vids.

### Meals

Several typical meal costs are provided. The cost of picking up the tab for additional diners adds +2 per person to the purchase DC. Fab Food is short for Fabricated Foodstuffs, the typical meal served out of kiosks and 'restaurants' in the sprawls. Most Cybernet characters eat Fab Food on a daily basis; some never eat anything else.

### Transportation and Lodging

Airfare tickets are for a single passenger round trip. One-way tickets are available, but only reduce the purchase DC by 2. A sub-orbital trip is on a space plane that skims the upper ionosphere and then descends again; it is very expensive but incredibly fast, reaching most places in the world within two hours at a maximum. Car rentals and lodging rates are per day.

## SERVICES

The broad spectrum of services available to characters is only represented in overview here. Services are identified on Table: Services. These are the amenities that corporate types take for granted, sprawl dwellers dream of, and people in-between either provide the personnel to staff.

### Auto Repair

Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. The purchase DCs for damage repair assume the vehicle has not actually been disabled; if it has, increase the purchase DC by +3. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points. See page 163 for more about vehicle damage. All repair Purchase DCs are reduced by -1 for a bike of any kind and increased by +1 for a hover vehicle (in the case of hoverbikes, this cancels out).

### Bail Bonds

Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial and another way the corrupt legal system siphons money out of the community. The bail amount is set by a judge or magistrate, sometimes immediately following arrest (for minor crimes) and sometimes days later (for serious crimes). If bail is granted, a character can arrange for a bail bond—a loan that covers bail. The purchase DCs represent the fees associated with the loan; the bond itself is paid back to the bond agency when the hero shows up for trial. If the hero fails to show up, the agency

## Services

Item	Purchase DC
<b>Auto repair</b>	
1 to 10 hp damage	15
11 to 20 hp damage	18
21 to 30 hp damage	21
30+ hp damage	24
Towing	8
<b>Bail bonds</b>	
Property crime	13
Assault crime	16
Death crime	22
<b>Bribery</b>	
Rave Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10
Corporate Exec	15
Legal services	10 + lawyer's Knowledge (civics) ranks
<b>Medical services</b>	
Long-term care	10 + doctor's Medical ranks
Restore hit points	12 + doctor's Medical ranks
Surgery	15 + doctor's Medical ranks
Treat poison/disease	10 + doctor's Medical ranks

loses the bail loan, and may send bounty hunters or other thugs after the character.

Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, his or her role in society and his allegiances, and other factors that would indicate that the character will or will not flee (or commit other crimes) before the trial. An upstanding citizen with a good job and corporate ties gets minimal bail; a career jacker with nothing to lose gets maximum bail or may not be granted bail at all. The purchase DCs shown assume the suspect is viewed positively by the court. If not, increase the purchase DC by as much as 5. Whatever the base purchase DC, a successful Diplomacy check (DC 15) by the suspect or his attorney reduces the purchase DC by 2.

*Property Crime:* The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

*Assault Crime:* The crime involved an attack intended to capture, kill, or seriously injure the victim. This also the category used for property crimes that occur on corporate property.

*Death Crime:* Someone died as a result of the crime.

## Legal Services

Legal services must be retained any time a character is jailed for a crime if they wish to post bond or plead their case in court unless they have ranks in Knowledge (civics). The court system no longer provides *pro bono* legal representation, which railroads poor suspects with no ability to defend themselves directly into prisons which, conveniently enough, are all owned by private enterprise and used as forced labour camps to cut down on production costs.

## Medical Services

A character's medical insurance is built into his or her Wealth bonus; the purchase DCs represent the ancillary expenses not covered, or only partly covered, by insurance. Unchipped characters (the majority of Player Characters) with no way to forge medical insurance coverage (this requires Forgery and Computer Use skill checks, both at DC: 22) must pay a +10 increase on the Purchase DCs listed here. Medical services must be paid for in full regardless of whether they are successful. See the Medical skill for more information on the medical services described below.

*Long-Term Care:* The purchase DC represents treatment for regaining hit points or ability score points more quickly than normal on a given day. Fair medical practice no longer exists and hospitals can turn away even critical or indigent patients with no further ability to pay for their care.

*Restore Hit Points:* The purchase DC represents treatment for hit point damage from wounds or injuries on a given day. Hospitals in any part of the sprawl except the red zone (the slums, and likely where the Player Characters live) will not provide care of this kind for any character that can be identified as a criminal. They will alert the authorities unless given a compelling reason not to.

*Surgery:* The purchase DC represents the cost of a single surgical procedure.

*Poison/Disease:* The purchase DC represents one application of treatment for a poison or disease.

## WEAPONS; GUNS, KNIVES, SHARP STICKS...

No matter what kind of mundane equipment a character carries, it is the feel of a gun in his hand that brings him the power to make a difference in the fight against the System. Ironically, it is the strength borne of guns that let the System take power in the first place. To some, the gun is just a tool, to others it is a symbol of the freedom

that can be had through courage and strength. Feared by many, coveted by many more, a gun can make predators out of prey and free men out of the huddled masses. They cannot be controlled and they can never be contained; guns are the thunder of tyranny and the echo of rebellion all in the same smoking breath.

The weapons covered here are grouped into three categories based on their general utility: ranged weapons, explosives and splash weapons, and melee weapons.

## RANGED WEAPONS

Ranged weapons fall into four general groups: handguns, rifles, heavy weapons, and other ranged weapons such as crossbows. When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll. Handguns and rifles are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person.

Many of the weapons here are modern day or just a shade beyond modern day; that is an intentional analogue. The weapons found on the streets of the Sprawl and in the hands of 90% of the gunmen in the game of Cybernet are antiques or weapons passed down at least one generation. The System watches too many other weapons as they pass through inspection checkpoints and military retailers. This is not to say that brand new weapons are impossible to get, as the Wyvern Arms guns will attest, but they are the exception, not the norm.

## THE RANGED WEAPONS TABLE

Ranged weapons are described by a number of statistics, as shown on Table: Ranged Weapons. These are representative weapons, even those with obvious production names and trademarks, and should be considered examples of their type. The Games Master (and perhaps even players, using the proper skills) should feel welcome to create new weapons for his campaign, adjust a few statistics to suit his needs.

Guns in the age of Cybernet are a fait accompli, a well-honed science that had reached what many feel are the pinnacle of the development and if a new gun is invented, it should have as many statistics adjusted down for any that get improved. This kind of trade-off is more realistic than a 'superweapon' that acts in every way superior to any product on the market.

### Basic Statistics

*Damage:* The damage the weapon deals on a successful hit.

*Critical:* The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

*Damage Type:* Ranged weapon damage is classified according to type: ballistic (all firearms), energy (of a specific type), piercing (some simple ranged weapons), or slashing (a whip). Some creatures or characters may be resistant or immune to some forms of damage.

*Range Increment:* Any attack at less than this distance is not penalised for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

### Firing Capabilities

*Rate of Fire:* Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, rifles, and heavy weapons are single shot, semiautomatic, and automatic.

*Single Shot:* A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapons) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other abilities that normally allow more than one shot per attack.

*Semiautomatic (S):* Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

*Automatic (A):* Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

### Ammunition Capacity

*Magazine:* The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number.

Weapons with a dash in this column have no magazines; they are generally thrown weapons, or weapons (such as bows) that are loaded as part of the firing process.

**Box:** A box magazine is any type of magazine that can be removed and reloaded separately from the weapon. As noted in the equipment lists above, loading a box with multiple different kinds of ammunition is not generally a wise idea.

**Cylinder:** A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

**Internal:** Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles. Internal ammunition storage is one of the safest way to leave a weapon loaded, as they are unlikely to fire if jostled since every part of the ammunition itself is covered and protected.

**Linked:** Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

## Secondary Characteristics

**Size:** Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon. A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Huge weapon requires two hands and a bipod or other mount (such as the suspension mount listed in the Equipment section above). A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

**Weight:** This column gives the weapon's weight when fully loaded.

**Purchase DC:** This is the purchase DC for a Wealth check to acquire the weapon.

This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

**Restriction:** The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

## Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action. Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.





## Ranged Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Mag	Size	Weight	Purchase DC	Restriction
<i>Handguns</i>										
Beretta 92X (9mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16	Lic (+1)
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30 ft.	S,A	20 box	Med	3 lb.	18	Res (+2)
Colt SuperThunder (10mm autoloader)	2d6	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	16	Lic (+1)
Colt M1911-B (.45 autoloader)	2d6	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15	Lic (+1)
Colt Viper II <sup>1</sup> (.357 revolver)	2d6	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	5	Lic (+1)
Derringer (.45)	2d6	20	Ballistic	10 ft.	S	2 int.	Tiny	1 lb.	14	Lic (+1)
Colt Lightning (.50AE autoloader)	2d8	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	18	Lic (+1)
Glock 17 Classic <sup>1</sup> (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18	Lic (+1)
Glock 40 (10mm autoloader)	2d6	20	Ballistic	40 ft.	S	15 bok	Small	3 lb.	18	Lic (+1)
MAC Ingram M20 (.45 machine pistol)	2d6	20	Ballistic	40 ft.	S, A	40 box	Med	6 lb.	15	Res (+2)
Pathfinder Light (.22 revolver)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Ruger Service-Seven (.38S revolver)	2d6	20	Ballistic	30 ft.	S	7 cyl.	Small	2 lb.	14	Lic (+1)
S&W M30 Defender (.44 magnum revolver)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	15	Lic (+1)
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15	Lic (+1)
Skorpion 2-50 (.32 machine pistol)	2d4	20	Ballistic	40 ft.	S, A	50 box	Med	4 lb.	17	Res (+2)
TEC-10 (10mm machine pistol)	2d6	20	Ballistic	40 ft.	S or A	38 box	Med	4 lb.	14	Res (+2)
Walther PPK 'Agent' (.32 autoloader)	2d4	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15	Lic (+1)
Wyvern Arms K-12 (.50 Revolver)	2d8	20	Ballistic	30 ft.	S	5 cyl.	Med	3 lb.	17	Lic (+1)
Wyvern Arms K-19 (.38 autoloader)	2d8	20	Ballistic	40 ft.	S, A	11 box	Med	4 lb.	19	Res (+2)
Wyvern Arms K-21 (.45 machine pistol)	3d4	20	Ballistic	50 ft.	S, A	28 box	Med	4 lb.	20	Res (+2)
<i>Rifles</i>										
AKM/AK-47 Antique(7.62mmR assault rifle)	2d8	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15	Res (+2)
Barrett Super Fifty (.50 sniper rifle)	4d6	20	Ballistic	150 ft.	S	9 box	Huge	25 lb.	22	Lic (+1)
Beretta M3P (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16	Lic (+1)
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft.	S	5 int.	Large	11 lb.	16	Lic (+1)
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	19	Res (+2)
HK MP5 <sup>1</sup> (9mm submachine gun)	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20	Res (+2)
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	15 box	Med	5 lb.	19	Res (+2)
HK PSG1 <sup>1</sup> (7.62mm sniper rifle)	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22	Lic (+1)
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	16	Res (+2)
M4 Carbine-Classical (5.56mm assault rifle)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	16	Res (+2)
Mossberg Roomsweeper (12-gauge shotgun)	2d8	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Remington 900 (7.62mm hunting rifle)	2d10	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17	Lic (+1)
Sawed-off shotgun	2d8	20	Ballistic	10 ft.	S	2 int.	Med	4 lb.	15	Lic (+1)
Steyr AUG-Mark 3 (5.56mm assault rifle)	4d4	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	19	Res (+2)

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Mag	Size	Weight	Purchase DC	Restriction
Uzi-Sphrach 20 (9mm submachine gun)	2d6	20	Ballistic	40 ft.	S, A	20 box	Large	8 lb.	18	Res (+2)
Winchester Long Arm (.444 hunting rifle)	2d10	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15	Lic (+1)
Wyvern-X Pulse Rifle (7.62mm assault rifle)	5d4	20	Ballistic	70 ft.	S, A	40 box	Large	8 lb.	21	Mil (+3)
<i>Heavy Weapons (requires the Heavy Weapons Proficiency feat)</i>										
M-62 Fire Control AP (medium machine gun)	2d8	20	Ballistic	100 ft.	S, A	Linked	Huge	20 lb.	21	Mil (+3)
M2HB (heavy machine gun)	2d12	20	Ballistic	110 ft.	A	Linked	Huge	60 lb.	22	Mil (+3)
Wyvern Arms Rotary (super heavy machine gun)	3d10	20	Ballistic	100 ft.	A	Linked	Huge	65 lb.	22	Mil (+3)
M72 LAW-less (rocket launcher)	10d6 <sup>2</sup>	—	—	150 ft.	S	2 int.	Large	4 lb.	15	Mil (+3)
M111 Six-Packer (grenade launcher)	Varies <sup>2</sup>	—	—	70 ft.	S, A	6 box.	Large	8 lb.	14	Mil (+3)
<i>Cyber-Dependent Ranged Weapons *See text for requirements)</i>										
Salvo Multishot-9 (.22 Long Rifle)	3d6	20	Piercing	30 ft.	S, A	120 box	Med	5 lb.	17	Mil (+3)
Armageddon .75 (.75 Special Calibre)	5d6	20	Piercing	45 ft.	S	5 box.	Med	4 lb.	18	Ill (+4)
Thunderfist Armcannon (5.56 assault rifle)	3d6	20	Piercing	80 ft.	S, A	60 box	Special	9 lb.	16	Mil (+3)
Rocket Brace (cyber-rocket launcher)	8d6	---	---	100 ft.	S	3 int.	Special	3 lb.	18	Mil (+3)
Juice Pack	1d8	---	Electricity	15 ft.	1	Special	Special	1 lb.	16	Mil (+3)
Cyberarm Taser										
<i>Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)</i>										
Compound bow (Archaic) <sup>2</sup>	1d8	20	Piercing	40 ft.	1	---	Large	3 lb.	10	---
Crossbow (Archaic)	1d10	19-20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	---
Flamethrower (no feat needed) <sup>3</sup>	3d6	---	Fire	---	1	10 int.	Large	50 lb.	17	Mil (+3)
Flasher (Simple)	Special	---	Light	30 ft. max	1	---	Small	1 lb.	12	---
Javelin (Simple)	1d6	20	Piercing	30 ft.	1	---	Med	2 lb.	4	---
Chem spray (Simple)	Special <sup>2</sup>	---	Special <sup>2</sup>	5 ft.	1	1 int.	Tiny	0.5 lb.	5	---
Screamer (Simple)	Special	---	Sonic	30 ft. max	1	---	Small	1 lb.	16	---
Shuriken (Archaic)	1	20	Piercing	10 ft.	1	---	Tiny	0.5 lb.	3	---
Taser (Simple)	1d4 <sup>2</sup>	---	Electricity	5 ft.	1	4 int.	Small	2 lb.	7	---
Taser II (Simple)	1d8 <sup>2</sup>	---	Electricity	15 ft.	1	4 int.	Small	2 lb.	9	Lic (+1)
Whip (Archaic)	1d2	20	Slashing	15 ft. <sup>3</sup>	1	---	Small	2 lb.	4	---

<sup>1</sup> This mastercraft weapon grants a +1 bonus on attack rolls.

<sup>2</sup> This weapon does special damage. See the weapon description.

<sup>3</sup> See the description of this weapon for special rules.

## HANDGUNS

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Personal Firearms Proficiency feat. Using a handgun without this feat imposes a -4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called 'automatics') feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age. Ranged weapons that use box magazines come with one full magazine.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

### Beretta 92X

The standard service pistol of the United States Corporate military, the Beretta 92X is in many ways the archetypical pistol of the Cybernet age.

### Beretta 93R

This old, close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine. It is a venerable design but its automatic capability and cheap price keep it from retirement.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

### Colt Super Thunder

Based on the M1911 mechanism and the old Double Eagle, a popular weapon in its day, this pistol is an updated civilian version that fires a 10mm round. Called the Super Thunder because of the special vents in the barrel that produce a frightening thunderclap with each shot, the Super Thunder pistol grants a special +1 equipment bonus to Intimidate checks made the round after it is fired. This bonus can only come into play once per combat.

### Colt M1911-B

This .45 semiautomatic pistol is an update of the weapon that was used by the United States military for decades until it was replaced by the Beretta 92F. Labeled the B type because of the profile change caused by its upgraded ammunition clip and mechanism, the M1911-B can be found all over the world, and is a standard sidearm in use in several military forces in North America.

### Colt Viper II

The finely crafted Viper II has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.



### Derringer

This pistol breaks open at the breech like a double-barrelled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it extremely easy to conceal and very popular among corporate agents, especially women who often spend up to +3 on its base Purchase DC for customised and designer versions.

Derringers serve another purpose in the Cybernet game. This weapon's statistics also double for pistol type chemical injection dart guns. Instead of damage, a hit from one of these weapons will deliver a dose of any Injury or Ingested type poison or narcotic as listed elsewhere in this rulebook. All other statistics for the derringer, including concealability and ammunition size, remain unchanged. A dart gun cannot fire real bullets and vice-versa.

### Colt Lightning

Manufactured by Colt Military Industries, the Lightning is the king of large-frame, heavy-calibre autoloaders. The version on Table: Ranged Weapons fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models. Although the Lightning is not rated for automatic fire, it can be modified for a special form of fire- the three round burst. This costs +5 to the Purchase DC for a base total of 21. In the right hands, this modification is well worth the money.

When used with the Burst Fire feat, the Lightning fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

### Glock 17 Classic

The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel. Due to its high quality of manufacture, the Glock 17, while an old design, is a treasured classic among gun owners and is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

### Glock 40

This larger version of the Glock pistol range is chambered for the slightly more powerful 10mm round.

Due to its high quality of manufacture, the Glock 40 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls. Many sprawl hunting gunslingers who wield two pistols look no further than a pair of '40s.

### MAC Ingram M20

No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire. The MAC Ingram M20 is built to accept a suppressor without modification.

### Pathfinder Light

The Pathfinder Light is a high-quality weapon used as a concealed backup weapon by police officers or for personal defence. The Pathfinder Light is typical of a number of short-barrelled (3 inches) small-calibre revolvers, of which several dozen brands are on the market at any given time.

### Ruger Service-Seven

This revolver, designed specifically for police use, fires the classic .38 Special round. It is very popular with corporate police forces primarily because the ease of operation frees them up from concerning themselves with

Ruger Service-Seven



S&W M30 Defender



SITES M9 Rebuker



Skorpion 2-50



Wyvern Arms K-21



TEC-10



Walther PPK "Agent"




Wyvern Arms K-19&19-b



Wyvern Arms K-12





maintenance (or anything else that would interfere with their long coffee breaks).

#### **S&W M30 Defender**

The Smith & Wesson Model 30 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M30 is known for its deafening sound, bright muzzle flash, and powerful recoil; these provide the same Intimidation bonus as the Super Thunder mentioned above.

#### **SITES M9 Rebuker**

The compact SITES weapon, while an antique in the ultra-modern age, is very narrow, making it easy to conceal, and thus a favourite for those on the go with a need to be inconspicuous.

#### **Skorpion 2-50**

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the resurrection of the Soviet Union as a world power. Originally intended for military vehicle crews who do not have space for an unwieldy automatic weapon, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world. One of the 2-50's improvements over its previous incarnation is a three round burst setting.

#### **TEC-10**

The Intratec TEC-10 is an inexpensive machine pistol popular with criminals, jackers, and urban soldiers because it can be modified (Repair check DC 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-10 cannot be changed back to semiautomatic. TEC-10s are an improvement over the TEC-9 of the past because of its ability to accept a suppressor without modification.

#### **Walther PPK 'Agent'**

Named for its famous proponent in an old series of analogue and digital films, The PPK Agent is an updated version of a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in limited service among European police, military, and government agencies. It also has a following in corporate circles around the globe; these clients appreciate its small size and elegant styling.

#### **The Wyvern Arms Series**

Wyvern Arms guns are an example of the kinds of products offered by the many nouveau ballistic corporations to arise since the System took over the world. Technologically superior but lacking the customer support base that older,

more established companies possess, most of these new companies disappear after a few years due to lukewarm sales. Those that survive usually do so because of a few well-known urban legends that use their equipment or massive corporate contracts.

## **RIFLES**

Rifles are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

The basic rifle is a single shot weapon, a group that includes both hunting rifles and sniper rifles. Other rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot.

Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire. Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack. Submachine guns are relatively compact rifles that generally fire pistol ammunition. They can fire on automatic.

All rifles are covered by the Personal Firearms Proficiency feat. Rifles are not well suited to close combat. A character takes a -4 penalty on the attack roll when firing at an adjacent target.

#### **AKM/AK-47 Antique**

This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts. The Soviet Union, revitalised and powerful again in the rising age of the Cybernet, still uses these because of the vast numbers of them stockpiled from their checkered past.

#### **Barrett Super Fifty**

The heavy but rugged refitted Super Fifty is an incredibly powerful weapon for its size. Although it is technically a sniper rifle, it fires a .50-calibre machine gun bullet, a round much more powerful than any other rifle ammunition. This sometimes puts it in the technical category of a heavy weapon, though it does not require the Heavy Weapons Proficiency feat to use.

#### **Beretta M3P**

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over

the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

### Browning BPS

This heavy longarm fires the largest shotgun round available, the 10-gauge shell. Neither this weapon or the Beretta M3P have changed much in the future, already being solid, dependable designs in their own right. Their mode of fire and type of ammunition makes customisation unlikely and prevents them from benefiting from most additional equipment.

### HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle, but with the decline of poorer nations, now less than twenty do so.

### HK MP5

The Heckler & Koch MP5 family of weapons, due to both its age and its legendary quality, is among the most recognizable in the world. Many different designs exist; described here is the most basic model. Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

### HK MP5K

A radically shortened version of the MP5, this weapon is optimised to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon (nor can it be reconstructed as one). Although it comes with a 15-round magazine, the MP5K can also accept

the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large).

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

### HK PSG1

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope



Sawed-Off Shotgun



and is considered the classic sniper rifle of choice among professional long range shooters who do not need the massive range boost or slight damage superiority of a .50 calibre round. The PSG1's reputation is primarily due to its high quality of manufacture. The PSG1 is always considered a mastercraft weapon, and as such it grants a +1 bonus on attack rolls.

### M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world. The M16, as it is usually called, is an old design but very solid and thus still in use.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

### M4 Carbine-Classic

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel. These are not as common as their larger relatives, but they can be found in the hands of rebels in the third world supplied by corporate sponsors with stockpiles of these old guns from when they were phased out in preference to newer weapons.

AKM/ Ak-47 Antique



Barrett Super Fifty



Beretta M3P



Browning BPS



HK G3



HK MP5K



HK MP5



Hk PSG1



### Mossberg Roomsweeper

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work. Its rate of fire is special, with a selector switch allowing a blow-back powered three round burst that, because of the massive recoil, imposes an additional -2 to the attack role when using it. This powerful setting can clear an entire firing zone of enemies, accounting for its name.

### Remington 900

A bolt-action rifle with a reputation for accuracy, the Remington 900 has been popular with hunters and target shooters since its replacement of the 700 in the early 21<sup>st</sup> century. Remington 900s serve another purpose in the Cybernet game. This weapon's statistics also double for rifle type chemical injection dart guns. Instead of damage, a hit from one of these weapons will deliver a dose of any Injury or Ingested type poison or narcotic as listed elsewhere in this rulebook. All other statistics for the Remington 900, including concealability and ammunition size, remain unchanged. A dart rifle cannot fire real bullets and vice-versa.

### Sawed-Off Shotgun

This is a 12-gauge, double-barrelled shotgun with the stock and barrels sawed short. All that is left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by jackers and other illicit types cutting down a standard shotgun.

### Steyr AUG-Mark 3

An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

### Uzi-Sphrach 20

Designed in the 1950s for the Israeli army and then redesigned in 2010 when its parent company was bought out by the infamous war outfitters Sphrach Kriegen, the Uzi-Sphrach 20 has become the most popular submachine gun in the world of the damned. It features a collapsible stock, making it extremely compact, and its quality makes it a gun of choice for most bullet-slingers both legitimate and not.

### Winchester Long Arm

The Winchester Long Arm is a big bore, lever-action rifle typical of heavy hunting rifles found around the world. The Long Arm is a bit retro in styling and makes a statement of old time values for the gunner seen carrying one on the street.

### Wyvern-X Pulse Rifle

An experimental weapon given here as an example of cutting edge assault weaponry, guns like this are almost always at a Military grade of restriction when they first come out because of the System's attempts to keep them off the street and out of the hands of those who would use them against 'legitimate' targets. The pulse rifle fires regular calibre ammunition without the need for casings or powder through the induction of magnetic forces down a rifled barrel. The result is a hyper velocity round that can inflict great damage through even the heaviest armour. Weapons like the Wyvern X use speciality ammo that must be specifically purchased from the same outfitters that supplied the original gun (or manufactured by ballistic craftsmen using the proper Craft skill).

## HEAVY WEAPONS

The weapons covered in this section fall under the Heavy Weapons Proficiency feat. Someone who wields a heavy weapon without this proficiency takes a -4 penalty on all attack rolls with the weapon. Heavy weapons are extremely large, rarely concealable, and capable of incredible devastation, especially when their wielders score critical hits with them. A single person with a heavy weapon can take on a squad of soldiers with smaller weapons, making these items extremely controlled within the System.

Heavy weapons are not without their limitations. A character bearing or wielding a heavy weapon is limited to one half his normal movement rate and suffers a -8 to Hide and Move Silently skill checks. In addition, a character cannot attack with a heavy weapon in the same round as he moves, as these weapons have a small amount of set up and acquisition time associated with them.

### M-62 Fire Control AP

Introduced in the Vietnam War era and re-engineered to deal with the dense urban jungles of the sprawl, this medium machine gun is still in widespread use with the U.S. military and that of several other armies. Its title of Fire Control comes from its unique ability among weapons of its design to fire a single round through the use of a selector switch. The Heavy Weapon Proficiency feat applies to this weapon.

### M2HB

This heavy-duty .50-calibre machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world because of its solid build and reliability. The Heavy Weapon Proficiency feat applies to this weapon.

### Wyvern Arms Rotary Assault Cannon

A heavy weapon with five individual barrels orienting through rotation to the rapid rate firing chamber contained in its reinforced frame of ferrite and compound alloys. The result of all this hardware is a terrifying, spinning monster of a weapon that sends an obscene number of bullets at any target unlucky enough to be in its path.

### M72 LAW-less

The LAW-less (light antitank weapon, lateral equipped simultaneous suppression) is a reusable, two-shot, breach loading rocket launcher. It comes as a short, telescoped ferrite and aluminium tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action. The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm



and will not explode. The Heavy Weapon Proficiency feat applies to this weapon.

When the LAW-less hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the Armour of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

### M111 Six-Packer

This simple weapon is a six-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they cannot be used as hand grenades, and the M111 cannot shoot hand grenades. The deadliest aspect to the Six-Packer is its capabilities of automatic fire and the fact that, for reasons that can only be considered overkill, it has the capacity for a three round burst. When fired in automatic mode, a given target can only be caught within the radius of a single grenade. In burst fire mode, the target suffers the simultaneous effects of two of the three grenades; the third is wasted but is considered part of the total effect.

M-62 Fire Control AP



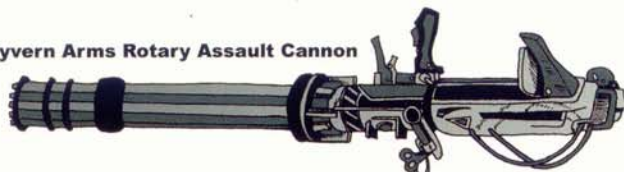
M2HB



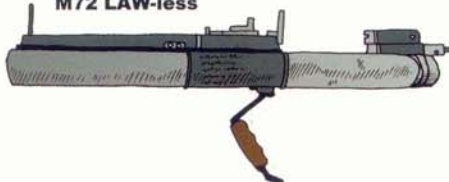
M111 Six-Packer



Wyvern Arms Rotary Assault Cannon



M72 LAW-less



Attacking with an M111 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M111 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M111 requires a weapon proficiency to operate without penalty. The Heavy Weapon Proficiency feat applies to this weapon.

## CYBER-DEPENDENT WEAPONS

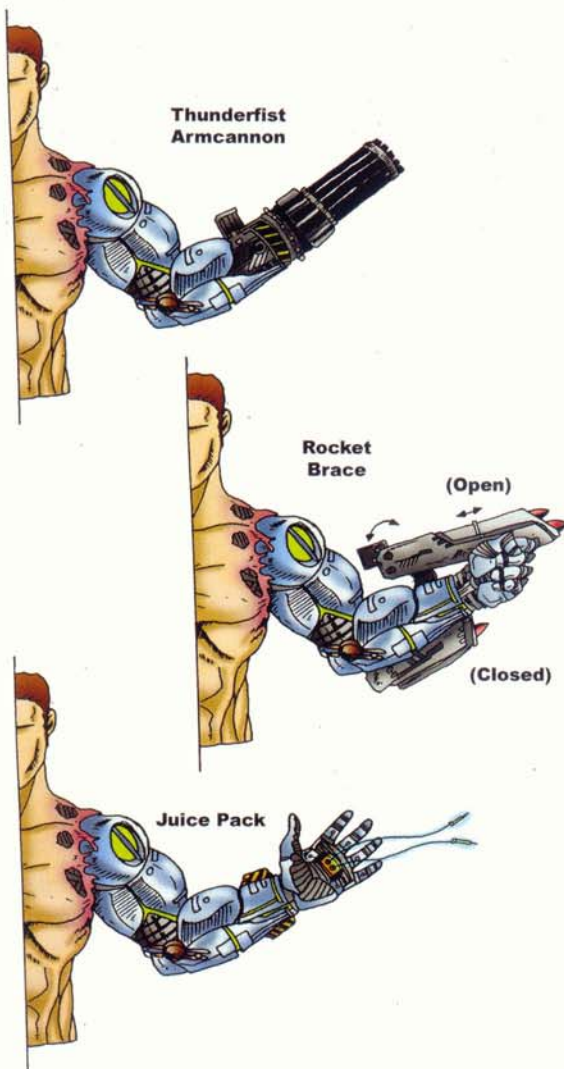
The advent of cybergear, especially the development of the reinforced prosthetic cyberarm, had opened the door to weapons that fall somewhere between rifles and squad support heavy weapons. More potent than the former but not as devastating (generally) as the latter, these weapons are either built into cyberlimbs or require them for use. Weapons that are built into cyberlimbs have a Self Cost associated with them because of the psychological effects of having a deadly weapon as

part of the user's body. See individual descriptions for details.

### Salvo Multishot-9

The Salvo is a small signature automatic handgun that chambers and fire small calibre ammunition at a very high rate of speed. The recoil on this weapon is so massive that, because it only fires in automatic mode, it requires the stability of a cyberarm to control. The Salvo's loud noise, heavy firepower, and sleek design makes it very popular among cybered gangers in the Sprawl. Most other soldiers find it too inefficient to be of much use.

*Self Cost:* None



### Armageddon .75

Another weapon popular with gangers, the Armageddon is the last word in handguns. A massive one handed pistol usually held in two hands to withstand its incredible kick, the Armageddon requires a cyberarm to use because of the power generated with each shot. Its huge rounds, weighing in at .75 calibre (half again the size of a .50 calibre bullet), expel so much flash and smoke when they are fired, most users call it by its street nickname, the 'fireball'. Soldiers and other professionals with enough skill can actually use the Armageddon pistol to great effect, even achieving precise shots (or as much precision as one can get slinging this much steel with this much force).

*Self Cost:* None

### Thunderfist Armcannon

The most common integral heavy weapon installed in cyberarms, the Thunderfist replaces the entire forearm and hand of the user with a rotary cannon. This weapon features five barrels on a rotating mount with a high speed motor and a single rapid firing chamber. When in use, the Thunderfist literally roars from the dozens of bullets firing nearly simultaneously.

Users of a Thunderfist usually have a mounting pin that allows them to alternate between having this weapon installed and having a functioning lower arm. Swapping between the two takes a full minute and while the Thunderfist is in place, the user does not have use of a second hand and suffers a -4 circumstance penalty to all Dexterity related skill checks.

*Self Cost:* 1d6 (this does not return if the character swaps the Thunderfist armcannon for a normal lower arm. It occurs when the item is first installed and is a permanent reduction as with all Self Costs.)

### Rocket Brace

A multiple shot rocket launcher built into a cyberarm, the rocket brace features a folding aperture and an integral targeter (+1 targeting bonus above and beyond all other modifiers on any attack roll with this weapon and halved range penalties). The rocket brace is not truly concealable due to its bulk, but the weapon does fold away when not in use and does not apply any penalty to Dexterity based skills. A rocket brace *can* be built into a suit of combat plate, but the system's targeter does not provide any bonus due to the cumbersome nature of the external system.

*Self Cost:* 1d6 (A rocket brace does not have a Self Cost if it is built into a suit of combat plate.)

### Juice Pack

The juice pack is essentially a Tazer II system built into the palm and forearm of a cyberarm. The firing chamber of the juice pack's darts is so small, its presence does not impact the agility of a limb in any way. Unlike the Tazer II, a juice pack is tied directly to the internal power source

of a cyberarm and does not have any limit to the number of times it can be fired. The slight recharge time between juice pack shots does keep the same system from being used for more than one attack each round.

*Self Cost:* 1d4

## OTHER RANGED WEAPONS

Ranged weapons that are not firearms include such diverse objects as crossbows, tasers, and chemical-irritant (chem) spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on the Ranged Weapons table.

### Compound Bow

Bow hunting remains a popular sport among the rich and powerful in those countries with wilderness zones still preserved. A character's Strength modifier (up to +5) applies to damage rolls made when using this weapon. Enhanced bows can be built to take advantage of higher Strength bonuses; these add +1 to the Purchase DC for every modifier point above +5.

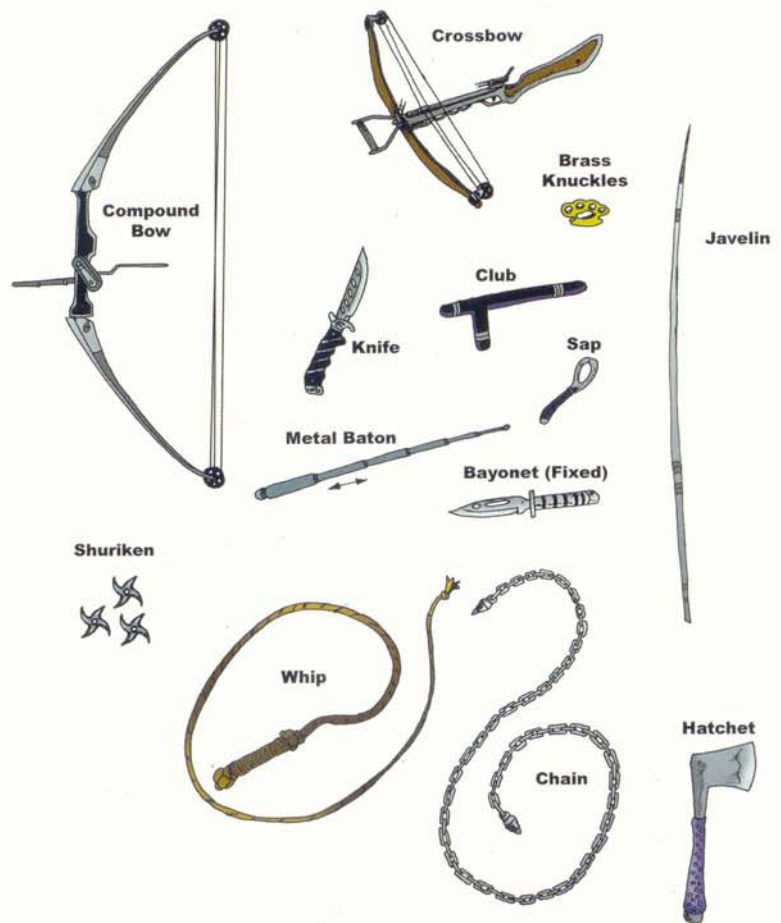
### Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow through the recoil action of a motor integral to the crossbow itself. Loading a crossbow is a move action that provokes attacks of opportunity, but firing one that is already loaded in melee combat does not.

### Flamethrower

A weapon for the criminal, the insane, and those who want a lot of collateral damage, a flamethrower consists of a pressurised backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 6 and 15 hit points. When worn, the backpack has a Defence equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and



explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13. Flamethrowers can be bought with binary fuel cells that do not explode when ruptured for an additional +5 to the purchase DC.

### Flasher

A compact array of flash blubs with a rapid charging power element, the flasher is a riot control and hostile suppression weapon with no chance of killing a target, making it perfect for deployment in sensitive areas. Anyone targeted by a flasher (which requires a ranged touch attack) must make a Reflex saving throw (DC 15) or be blinded for 1d6+1 rounds from the intense light. Flare compensation can mitigate this effect, but very little else does. Even closing one's eyes does not stop the massive pulse of light.

### Javelin

This light, flexible spear built for throwing can be used in melee, but since it is not designed for it, characters using it in this manner are always considered non-proficient and take a -4 penalty on their melee attack rolls. Not typically carried by people in the era of Cybernet, it is included here to represent hundreds of other large pointy things that people might become desperate enough to throw in combat.

### Chemical-Irritant (Chem) Spray

A chemical irritant that can temporarily blind a target, chem spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. Chem spray is only effective out to twice its range increment; it is useless against opponents past 10 feet.

Chemical Irritant spray canisters can also be used to distribute chemicals and narcotics with the Inhaled dispersal type. This does not alter the Purchase DC of this weapon, but the dosage of chemical must be provided separately. If the character is making the modifications himself, it takes a Craft (mechanical) skill check, DC: 15, to accomplish. The rest of the weapon's statistics do not change.

### Screamer

The sonic equivalent of a flasher, the screamer is an ultrasonic weapon that disrupts the inner ear balance of a target. The handheld version of a screamer targets one opponent with a ranged touch attack and forces a Fortitude saving throw (DC: 16). Failure causes the target to be stunned for 1d4 rounds as he loses all sense of balance and motor control. Regardless of the saving throw, the target is deafened by the attack for 2d6 rounds while his inner ear adjusts to the sonic assault.

### Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action. Not typically carried by people in the era of Cybernet, it is included here to represent the hundreds

of other small pointy things that people might become desperate enough to throw in combat.

### Taser

A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralysed for 1d6 rounds. Reloading a taser is a full-round action that provokes attacks of opportunity.

### Taser II

The Taser II is a longer ranged version of the taser weapon described above that does away with the wires and fires a capacitor dart that inflicts 1 point of physical damage. If the damage gets through a target's defences and inflicts hit point loss, the charge transmits through it and the effects as listed above occur. The Taser II inflicts 1d8 points of electrical damage and the saving throw to resist its paralysis effect is at a DC of 17.

### Whip

Whips deal a small amount of lethal damage. Although a character does not 'fire' the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties. Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped. When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Whips can be manufactured with a molecularly bonded razor strip along its lash, a fine set of blades that can penetrate extremely dense materials with each. These 'razor whips' have a Purchase DC of 12 and penetrate (ignore) 5 points of Hardness on objects or DR provided by body armour.

## AMMUNITION

Ammunition for firearms and other ranged weapons is covered on the following table. Weapons are assumed to be loaded with one full magazine or up to their internal capacity when purchased. This 'free' ammo is always of a standard variety.

## Ammunition

Ammunition Type (Quantity)	Purchase DC
5.56mm (20)	4
7.62mm (20)	4
7.62mmR (20)	4
.444 calibre (20)	6
.50 calibre (20)	6
9mm (50)	5
10mm (50)	5
.22 calibre (50)	4
.32 calibre (50)	5
.38 special (50)	5
.357 calibre (50)	5
.44 calibre (50)	5
.45 calibre (50)	5
.50AE calibre (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

### 5.56mm, 7.62mm, 7.62mmR, .444, .50

These calibres of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62mmR is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62mm cartridge. The .50 calibre is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

### 9mm, 10mm, .22, .32, .38 S, .357, .44, .45, .50AE

These calibres are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-calibre cartridge (see above).

### 10-gauge Buckshot, 12-gauge Buckshot

Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

### Arrow and Bolts

Arrows come in quivers of 12 and are used with the compound bow and other types of archery weapons. These missile weapons consist of a slender shaft and a pointed head. Bolts are shaped the same way, are designed to be shot from a crossbow, and also come in quivers of 12.

## Specialty Ammunition

Ammunition Type (Quantity)	Purchase DC Modifier
AP (Armour Piercing)	+2
Hydroshock	+2
Black Talon	+3
Explosive Tipped	+4
Riot Rounds	+1
Tracer	+1
Firestorm Shells	+2
Cryo Shells	+3
Acid Shells	+3

### Armour Piercing

Armour piercing rounds can be purchased in every calibre of ammunition used in pistols, rifles, assault rifles, or machine guns. The specially cased and shaped bullet used in armour piercing ammunition slices through (ignores) up to 5 points of Hardness or Damage Reduction. Because of the weight and size restrictions on armour piercing rounds, armour piercing rounds inflict -1 damage per die to a minimum of 1 per die of damage.

### Hydroshock

Functioning through a fluid filled reservoir, these bullets strike unarmoured targets with terrific force, inflicting +1 damage per die rolled. They can be chambered in pistols, rifles, assault rifles, or machine guns. The drawback to hydroshock rounds is that Hardness and Damage Reduction is twice as effective against them, making them the weapon of choice in crowd control situations but next to useless for suppression fire against armoured targets.

### Black Talon

Also called ripper bullets, these degrade the hard defences of a target with each shot. Every black talon round that hits a target with a Hardness rating or Damage Reduction reduces that protection by 1 point to a minimum of 0. Damage caused by black talon rounds is very costly to repair, starting at a Purchase DC of 10 and increasing cumulatively by 1 point for every 1 of damage beyond the first. The cratered nature of black talon impacts means that all the damage done from them must be repaired at the same time.

### Explosive Tipped

A special ammunition type that can only be used in assault rifle, sniper rifle, hunting rifle, bow, and crossbow ammo, explosive tips rely on the armour penetration of the original round to channel a shockwave of explosive

force into the target. After the ammunition does its damage, if any of it penetrates to inflict hit point damage, the target suffers an additional 1d6 bludgeoning damage from the tiny explosive detonating against them.

### Riot Rounds

These rounds, which can be used in any ballistic ranged weapon, are made of an impact-rechannelling foam. Upon impact, the force of the bullet spreads out and slams into the target without achieving penetration. This reduces the damage to subdual and subtracts 1 point from each die rolled.

### Tracer

Tracer rounds are a short burn solid core of phosphorus with a solid centre. Tracer rounds can be used in any ballistic weapon and while they only inflict half damage by themselves, they provide a +1 bonus to attack rolls made during automatic fire. They are made to chamber properly in mixed ammunition batches and do not cause jams in boxes as other speciality ammunition does. Because of the high mix of normal ballistic ammunition to tracers, automatic fire does not have its damage reduced.

### Firestorm Shells

The last word in flashy shotgun ammo, firestorm shells contain an incendiary chemical that reacts to high pressure and contact with the air. When fired, a firestorm shell bursts out to 30 feet in a cone that measures 10 feet across at its end. Anyone caught in this area takes 4d6 fire damage and may make a Reflex saving throw (DC: 15) to reduce this by half. Firestorm shells automatically ignite burnable materials in their area of effect. Any weapon that fires three firestorm shells on three or fewer consecutive rounds has its barrel melted and is ruined.

### Cryo Shells

A miracle of chemical heat dissipation, the catalysts contained in a cryo shell leech the heat out of a burst area the same dimensions as those of a firestorm shell. In addition to 2d6 cold damage (Reflex saving throw, DC: 15, for half), a cryo shell can paralyse its targets if they fail a DC: 15 Fortitude save. Any weapon that fires three cryo shells on three or fewer consecutive rounds has its barrel shatter from the immense cold and ballistic stress.

### Acid Shells

These shotgun shells contain a binary acid that mixes upon firing and becomes active in the air throughout its burst radius. This mixture does 1d6 acid damage over 1d4 rounds to everyone within its 30' by 10' burst area. The effects of this acid also eat away 1 point of hardness or Damage Reduction from objects and armour each round it is active. If an object or suit of armour is small

enough to be completely inside the burst area and has its Hardness or Damage Reduction reduced to 0, it collapses into useless scrap and is destroyed.

## EXPLOSIVES AND SPLASH WEAPONS

These weapons explode or burst, dealing damage to creatures or objects within an area. Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons. All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate Weapon Proficiency feat for the launcher is necessary to avoid the -4 non-proficient penalty.

### The Explosives and Splash Weapons Table

Explosives and splash weapons are described by a number of statistics, as shown on the chart below.

#### Basic Statistics

*Damage/Direct Hit Damage:* The primary damage dealt by the weapon. For explosives, the Damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the Direct Hit Damage column is used for a target directly struck by the weapon.

*Burst Radius/Splash Damage:* For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive.

For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

*Damage Type:* Damage from explosives and splash weapons is classified according to type: energy (of a specific type) or slashing. Some creatures or characters may be resistant or immune to some forms of damage.

*Critical:* The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

*Reflex DC:* Any creature caught within the burst radius of an explosive may make a Reflex save against the DC given in this column for half damage.

*Range Increment:* If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated. (See the Demolitions skill)

## Secondary Characteristics

*Size:* Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon. A Medium-size or smaller weapon can be used one-handed or two-handed. A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

*Weight:* This column gives the weapon's weight.

*Purchase DC:* This is the purchase DC for a Wealth check to acquire the weapon. This number reflects the base price and doesn't include any modifier for purchasing the weapon on the black market.

*Restriction:* The restriction rating for the weapon, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the weapon on the black market.

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
40mm fragmentation grenade	3d6	—	Slashing	10 ft.	15	—	Tiny	1 lb.	16	Mil (+3)
C7/Septex	5d6	—	Concussion	10 ft.	18	—	Small	1 lb.	12	Mil (+3)
Det cord	2d6	—	Fire	See text	12	—	Med	2 lb.	8	Res (+2)
Dynamite	2d6	—	Concussion	5 ft.	15	10 ft.	Tiny	1 lb.	12	Lic (+1)
Flash-Bang grenade	Special	---	Light/Sonic	10 ft.	15	10 ft.	Tiny	1 lb.	16	---
Fragmentation grenade	4d6	—	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Smoke grenade	—	—	—	See text	—	10 ft.	Small	2 lb.	10	—
Tear gas grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	12	Res (+2)
Thermite grenade	6d6	—	Fire	5 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)
White phosphorus grenade	2d6	—	Fire	20 ft.	12	10 ft.	Small	2 lb.	15	Mil (+3)
'Impy' (EMP) grenades	Special	---	Electricity	10 ft.	15	10 ft.	Small	2 lb.	18	Mil (+3)

## Explosives and Splash Weapons

### Splash Weapons

Weapon	Direct Hit Damage	Splash Damage	Critical <sup>2</sup>	Damage Type	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
Acid, mild	1d6	1	20	Acid	—	10 ft.	Tiny	1 lb.	6	—
Molotov cocktail <sup>1</sup>	1d6	1	20	Fire	—	10 ft.	Small	1 lb.	6	—
DMSO Fun Bags	poison	1	20	Poison	—	10 ft.	Small	1 lb.	9	—

<sup>1</sup> This weapon cannot be purchased as an item; the purchase DC given is for the weapon's components.

<sup>2</sup> Threat range applies to direct hits only; splash damage does not threaten a critical hit.

## Grenades and Explosives

Many explosives require detonators, which are described in Weapon Accessories. Any of these weapons, including splash items, can be combined with the Demolitions skill to create explosive weapons with the damage capacity listed for the weapon in question with a remote form of trigger as determined by the character creating the bomb.

### 40mm Fragmentation Grenade

This small explosive device must be fired from a 40mm grenade launcher, such as the M111. It sprays shrapnel in all directions when it explodes. The 40mm fragmentation grenade has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode. The purchase DC given is for a box of 6 grenades.

### C7/Septex

So-called 'plastic' explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them.

Although the damage statistics on the table represent a 1-pound block, C7 is sold in 4-block packages. The

purchase DC given represents a package of 4 blocks. C7/Septex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

### Det Cord

Det cord is an explosive in a rope-

like form. Technically, det cord does not explode—but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonation (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half—quite the party favour for young rage gangers and professionals in need of a fiery entrance... or exit.

The information on the table represents a 50-foot length. A length of det cord can be spread out to pass through up to ten 5-foot squares. When this is the case, it deals the indicated damage to all creatures in each 5-foot square through which it passes. It can also be doubled up; for each additional 5 feet of cord within a single 5-foot square, increase the damage by +1d6 to a maximum increase of +4d6. Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it.

### **Dynamite**

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet). It is possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a Demolitions check (DC 10 + 1 per stick). If the character succeeds on the check, the damage or the burst radius of the explosion increases by 50% (the character's choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a Craft (chemical) check to manufacture it. To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse—a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

### **Flash-Bang Grenade**

These are often used for mass suppression of enemy targets without the desire for collateral damage or fatal effects. Everyone caught in the effect of a flash bang grenade suffers the effects of both a Screamer hit and a Flasher attack, including all relevant saving throws. See those weapons for more details.

### **Fragmentation Grenade**

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes. This inflicts slashing damage, but the small pieces are less than effective against Hardness and Damage Reduction; both are increased from their normal value by +2 for the purpose of reducing damage from a fragmentation grenade. The purchase DC given is for a box of 6 grenades.

### **Smoke Grenade**

Military, corporate, and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker cannot use sight to locate the target).

It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colours, including white, red, yellow, green, and purple. As such, they can be used as signal devices. The purchase DC given is for a box of 6 grenades.

### **Tear Gas Grenade**

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save, and a breather mask of any kind negates tear gas entirely.

### **Thermite Grenade**

Thermite, like det cord, does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key



pieces of equipment. The purchase DC given is for a box of 6 grenades.

### White Phosphorus Grenade

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point. The purchase DC given is for a box of 6 grenades.

### Splash Weapons

Many splash weapons, such as Molotov cocktails, are essentially homemade devices (improvised explosives). The purchase DC given in Table: Explosives and Splash Weapons reflects the typical cost of the necessary components. See the Craft (chemical) skill for details on making improvised explosives.

### Acid, Mild

A character can throw a flask of acid as a grenade-like weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

### Molotov Cocktail

A Molotov cocktail is a flask containing a flammable liquid, plugged with a rag. A Molotov cocktail is easily made by hand (Craft [chemical] check DC 10 or Intelligence check DC 15). To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

### DMSO 'Fun Bags'

A popular weapon in the sprawl for those with the connections to get their primary ingredients, fun bags use two chemicals in roughly equal proportions. The first is whatever poison the user

fills the bag with (see Craft (chemistry) for information on these); the other is DMSO, a complex chemical that draws whatever it is mixed with straight into a target's bloodstream. Anyone caught in a fun bag's splash must make a save against the poison's normal DC + 2 or be affected as if they had been exposed to the poison. Only injury or ingested poisons can be carried in a fun bag.

## MELEE WEAPONS

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the Simple Weapons Proficiency feat); others are archaic (Archaic Weapons Proficiency) or exotic (Exotic Melee Weapon Proficiency). A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

### The Melee Weapons Table

Melee weapons are described by a number of statistics, as shown on the table below.

#### Melee Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC
<b>Simple Weapons (require the Simple Weapons Proficiency feat)</b>							
Brass knuckles	+1	20	Bludgeoning	—	Tiny	1 lb.	5
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	7
Metal baton	1d6	19–20	Bludgeoning	—	Med	2 lb.	8
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—
Sap	1d6*	20	Bludgeoning	—	Small	3 lb.	2
Stun gun*	1d3	20	Electricity	—	Tiny	1 lb.	5
<b>Archaic Weapons (require the Archaic Weapons Proficiency feat)</b>							
Bayonet (fixed)*	1d4/1d6	20	Piercing	—	Large	1 lb.	7
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4
Sword	1d8	19–20	Slashing	—	Med	4 lb.	11
Monosword	1d8	19–20/x3	Slashing	—	Med	4 lb.	17
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	10
Spear	1d8	20	Piercing	—	Large	9 lb.	6
Straight razor	1d4	19–20	Slashing	—	Tiny	0.5 lb.	4
Sword cane*	1d6	18–20	Piercing	—	Med	3 lb.	9
<b>Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)</b>							
Chain*	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	5
Chain saw	3d6	20	Slashing	—	Large	10 lb.	9
Katana	1d10	19–20	Slashing	—	Large	6 lb.	12
Monokatana	2d6	19–20/x3	Slashing	—	Med	4 lb.	18
Stun-chaku	1d6	20	Bludgeoning	—	Small	2 lb.	3

\* See the description of this weapon for special rules.

## Basic Statistics

*Damage:* The damage the weapon deals on a successful hit.

*Critical:* The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if hitting the target two times).

*Damage Type:* Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface), energy (of a specific type), piercing (weapons with a sharp point), and slashing (weapons with an edged blade). Some creatures or characters may be resistant or immune to some forms of damage.

*Range Increment:* Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapons do—but the maximum range for a thrown weapon is five range increments instead of ten. Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll.

## Secondary Characteristics

*Size:* Size categories for weapons and other objects are defined differently from the size categories for creatures. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it is a light weapon. A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in a character's off hand.

*Weight:* This column gives the weapon's weight.

*Purchase DC:* This is the purchase DC for a Wealth check to acquire the weapon.

*Restriction:* None of the following melee weapons have restrictions on their purchase.

## SIMPLE MELEE WEAPONS

Generally inexpensive and light in weight, simple weapons are unarguably inferior to ballistic weapons but they do have their proponents. For close-in fighting, they can be superior to pistols in that a club or a sword never runs out of bullets. Combined with a high Strength, melee weapons can even inflict superior damage, though this is usually confined to high end cybernetic augmentation.

### Brass Knuckles

These pieces of moulded metal fit over the outside of a character's fingers and allow him or her to deal lethal damage with an unarmed strike instead of non-lethal damage. A strike with brass knuckles is otherwise considered an unarmed attack. Rage gangers love these, and they often modify them with spikes and blades. While

this modification changes the bonus damage point to piercing or slashing, they make no other appreciable difference. When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage. The cost and weight given are for a single item; most users wear them in pairs.

### Club

Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces, broken pool cues used in bar fights, and any number of other club-shaped objects that can be found in the world of Cybernet.

### Knife

This category of weapon includes hunting knives, butterfly or 'balisong' knives, switchblades, and bayonets (when not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife. It is the rare freelancer that steps into the dangerous streets of the megaplex without a combat knife on his person.

### Metal Baton

This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and cannot be used as a weapon. Extending or collapsing the baton is a free action. These collapsible items are a popular item with police forces, military security, and soldiers with an eye for being prepared for melee combat without taking up too much room on their gun belts.

### Pistol Whip

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or purchase DC is given for this weapon, since both vary depending on the pistol used.

### Rifle Butt

The butt of a rifle can be used as an impromptu club. Otherwise, this is the same as a pistol whip inflicted through a rifle for greater damage.

### Sap

This weapon, essentially a smaller version of a club, deals non-lethal damage instead of lethal damage. Saps are most common in the dark tomorrow in the hands of muggers and urban predators.

### Stun Gun

Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The taser is a ranged weapon with a similar effect.) On a successful

hit, the stun gun deals 1d3 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be paralysed for 1d6 rounds.

## ARCHAIC MELEE WEAPONS

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

### Bayonet (Fixed)

The statistics given describe a bayonet fixed at the end of a rifle with an appropriate mount. With the bayonet fixed,

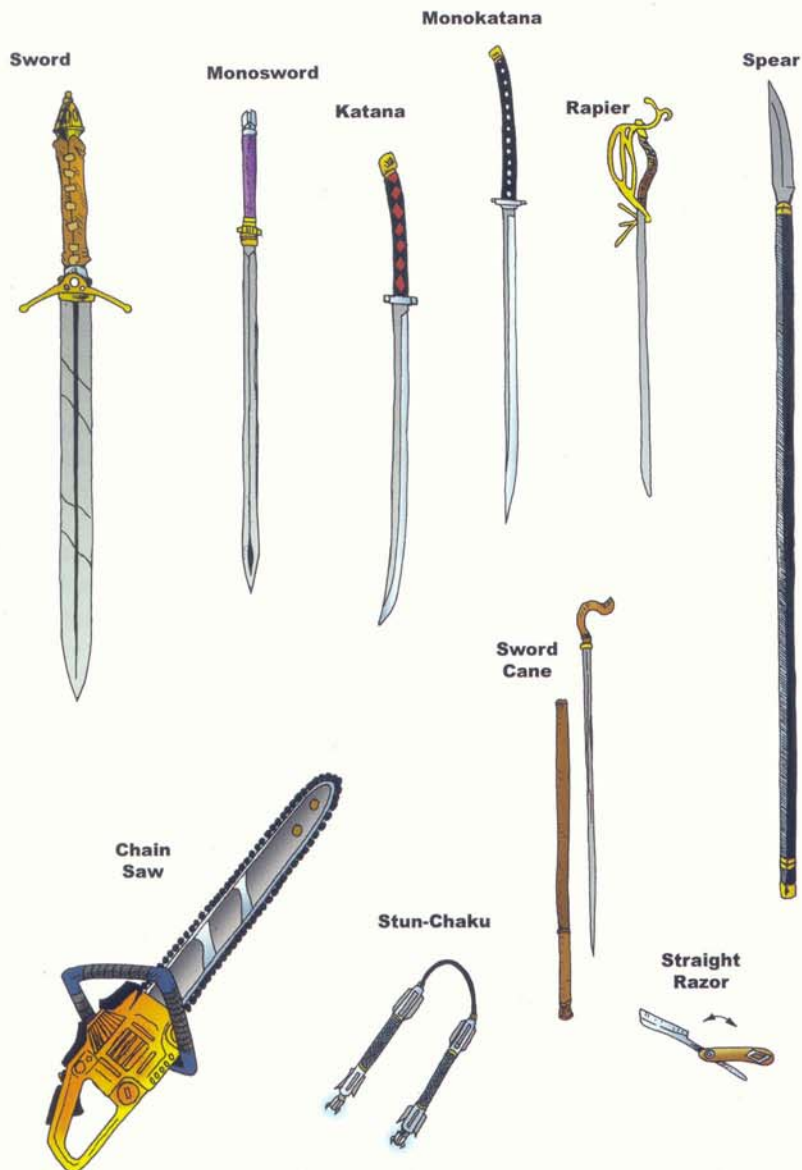
a rifle of any sort becomes a double weapon – club-like at one end and spear-like at the other. A character can fight with it as if fighting with two weapons, but if the character does so he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

### Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon. Hatchets are usually found as survival equipment, but they can be optimised for combat and make a popular addition to any soldier's ready bag.

### Sword

This classic, straight blade is the weapon of knighthood and valour, virtues that are all but lost under the crushing weight of the System. Most often found on the wall of a collector or in the few museums of tomorrow that have not been plundered, swords are a throwback to an older age of combat that occasionally resurfaces for a time in urban myth and legend.



### Monosword

A sword crafted of modern alloys and edged in a serrated series of microscopic blades along its lethal edge, a monosword can slice through the hardest armour with relative ease. In addition to its improved damage and critical multiplier, a monosword ignores 3 points of Hardness or Damage Reduction due to its unparalleled cutting power.

### Rapier

The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier. Rapiers are in vogue with the idle rich and those who have the luxury of fencing lessons.

### Spear

This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent

foe. Spears are still used as weapons of state by some governments and by police forces during urban riots as a front line weapon supported by guns. Few crowds will willingly charge a line of authorities with spears brimming between gunners with assault rifles.

### **Straight Razor**

Favoured by old-school organized crime 'enforcers,' this item can still be found in some sprawl barbershops and shaving kits.

### **Sword Cane**

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.) Sword canes can often be found in the hands of corporate executives who enjoy the idea that even a stylish accessory of theirs holds the power of life and death.

## **EXOTIC MELEE WEAPONS**

Most exotic weapons are either atypical in form or improved substantial variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the -4 non-proficient penalty.

### **Chain**

Also called the manriki-gusari in Japanese culture, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent. The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent.

If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she cannot use it as a double weapon. Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a melee touch attack. If the character is tripped during his or her own trip attempt, the character can drop the chain to avoid being tripped.

When using a chain, the character gets a +2 equipment bonus on his or her opposed attack roll when attempting

to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a chain.

### **Chain Saw**

Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies. Rage gangers, fascinated by anything loud and violent, flock to these weapons, though very few of them ever bother to learn to use them properly or live long enough to try.

### **Katana**

The katana is the traditional Japanese samurai sword and has the distinction of being a popular weapon with certain freelancers who style themselves swordsmen. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. For a wielder without the feat, the katana must be used with two hands, and the standard -4 non-proficiency penalty applies.

### **Monokatana**

A katana crafted of modern alloys and edged in a serrated series of microscopic blades along its lethal edge, a monokatana can slice through the hardest armour with relative ease. In addition to its improved damage and critical multiplier, a monokatana ignores 3 points of Hardness or Damage Reduction due to its unparalleled cutting power.

### **Stun-chaku**

A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain. This version of that classic weapon incorporates a stun gun in each of the shafts, automatically set off through contacts along their length by impact with a target. In addition to the damage listed (which is the same for regular nunchaku), each strike with this weapon can, at the wielder's option, inflict 1d3 points of electricity damage, and force the target to make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Stun-chaku can only do this six times (three impacts with each shaft) before the micro-cell in each must be replaced as a full-round action.

## **IMPROVISED WEAPONS**

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon. Most melee combat in the dark world of Cybernet takes place with improvised weapons, with fights breaking out between people hurling whatever lies at hand and smashing each

### Improvised Weapon Damage by Size

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium	Stool, brick, briefcase, bowling ball, garbage lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

other with anything they can grab. Bar fights are a prime example of improved weapon fighting. A character takes a -4 penalty on his or her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the -4 penalty.

**Attack:** A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than him or herself using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger (possible through body frames and certain forms of cyberware) as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet.

**Damage:** Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. Table: Improvised Weapon Damage by Size gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

**Resiliency:** Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

## ARMOUR: A LITTLE SOMETHING BETWEEN YOU AND PAIN...

When the bullets are flying in the night, only armour can turn them aside. Speed can keep a character from getting hit, but when a shot does strike true, armour becomes a man's best friend. In the dark future of the Cybernet era, modern alloys, composite materials, and the best of resilient technologies can create armour tough enough to resist the deadliest weapons. This section does not cover the most effective form of armour, body plating, because that can only be worn through cybernetic augmentation. As such, it is covered in the Cybergear chapter.

Body Armour comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials. Three feats cover proficiency in the use of Armour: Armour Proficiency (light), Armour Proficiency (which covers medium and heavy body armour), and Armour Proficiency (powered).

### THE ARMOUR TABLE

Armour is described by a number of statistics, as shown on the table below. These items are more valuable than their mere Purchase DCs, as they can literally save their wearer's lives.

#### Basic Statistics

**Type:** Armour comes in four types: archaic, impromptu, concealable, and tactical.

Impromptu Armour includes items that provide protection even though they were not designed for that purpose, such as leather biker's jackets and sporting pads.

Concealable Armour is modern body Armour designed to fit underneath regular clothing. It can be worn for extended periods of time without fatiguing the wearer.

Tactical Armour is modern body Armour that fits over clothing and cannot be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it is worn over clothing in tactical situations, tactical Armour often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

**Bonus to DR:** The protective value of the Armour. This bonus adds to the wearer's Damage Reduction, if any. This value can provide a Damage Reduction rating to characters that do not have one of their own (generally gained through cyberwear or feats).

**Non-proficient Bonus:** The maximum amount of the Armour's equipment bonus that can be applied to the wearer's Damage Reduction if the wearer is using Armour with which he or she is not proficient (doesn't have the appropriate feat).

**Maximum Dex Bonus:** This number is the maximum Dexterity bonus to Defence that this type of Armour allows. Heavier Armour limits mobility, reducing a character's ability to avoid attacks.

Even if a character's Dexterity bonus drops to +0 because of Armour, the character are not considered to have lost his or her Dexterity bonus.

**Armour Penalty:** The heavier or bulkier the Armour, the more it affects certain skills. This penalty applies to checks involving the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble.

**Speed (30 ft.):** Medium and heavy Armour slows a character down. The number in this column is the character's speed while in Armour, assuming his or her base speed is 30 feet (the normal speed for unaugmented human beings).

## Secondary Characteristics

**Weight:** This column gives the Armour's weight.

**Purchase DC:** This is the purchase DC for a Wealth check to acquire the Armour. This number reflects the base price and doesn't include any modifier for purchasing the Armour on the black market.

**Restriction:** The restriction rating for the Armour, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the Armour on the black market.

### Light Armour

For the character who does not want to be bogged down by more cumbersome armour types, a set of leathers or some kind of concealable armour is exactly what the combat medic ordered.

#### Leather Jacket

This armour is represented by a heavy leather biker's jacket. A number of other impromptu armours, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

#### Light Armoured Shirt

Designed for deep undercover work in which it is critical that the wearer not appear to be armed or armoured, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso and across the neck.

#### Pull-Up Pouch Vest

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Deploying the apron is a

move action. This garment provides no equipment bonus (and has no armour penalty or maximum Dexterity bonus) when rolled up and stored.

#### Undercover Armour

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it is

## Armour

Armour	Equipment Type	Bonus to DR	Nonprof. Bonus	Maximum Dex Bonus	Armour Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
<b>Light Armour</b>									
Leather jacket	Impromptu	+1	+1	+8	-0	30	4 lb.	10	—
Light Armoured Shirt	Concealable	+2	+1	+7	-0	30	2 lb.	13	Lic (+1)
Pull-Up Pouch Vest	Concealable	+2	+1	+6	-1	30	2 lb.	13	Lic (+1)
Undercover Armour	Concealable	+3	+1	+5	-2	30	3 lb.	14	Lic (+1)
<b>Medium Armour</b>									
Armoured Clothing	Concealable	+4	+2	+4	-3	25	4 lb.	15	Lic (+1)
Gunner's Vest	Tactical	+5	+2	+3	-4	25	8 lb.	16	Lic (+1)
Tactical Combat Vest	Tactical	+6	+2	+2	-5	25	10 lb.	17	Lic (+1)
<b>Heavy Armour</b>									
Heavy Combat Vest	Tactical	+7	+3	+1	-6	20	15 lb.	18	Lic (+1)
Class 2 Combat Plate	Tactical	+8	+3	+1	-6	20	15 lb.	18	Res (+2)
Forced Entry Unit	Tactical	+9	+3	+0	-8	20	20 lb.	19	Lic (+1)
Class 4 Combat Plate	Tactical	+10	+3	+0	-8	20	50 lb.	23	Mil (+3)

also more easily noticed. It is best used when the armour should remain unseen but the wearer does not expect to face much scrutiny. The bulk of this vest grants a +2 bonus on Spot checks to notice the armour.

### Medium Armour

Most medium armour is not terribly heavy, but nonetheless provides a significant amount of protection—at the expense of some speed and mobility.

### Armoured Clothing

Standard issue for detectives in many police forces and worn by corporate executives with some reason to fear attack (i.e. most corporate executives), this shirt and pants suit provides maximum protection in a set of garments that can be worn all day long as regular clothing. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armoured quality of these suits. For an additional +4 to the Purchase DC, this armour can be fashion cut and look far more like designer clothing (this reduces the Spot bonus to +2).

### Gunner's Vest

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armour sacrifices a degree of protection for a modicum of comfort—at least compared to other tactical body armours. Most freelancers expecting to see mild combat wear gunner's vests.

### Tactical Combat Vest

The standard body armour for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

### Heavy Armour

For the best protection money can buy, go with heavy armour, but the armour penalty can make even this terribly valuable commodity too cumbersome to use for long. Heavy armour also has the disadvantage of looking like heavy armour, making the wearer's typical intentions painfully obvious.

Gunner's Vest



Leather Jacket



Tactical Combat Vest



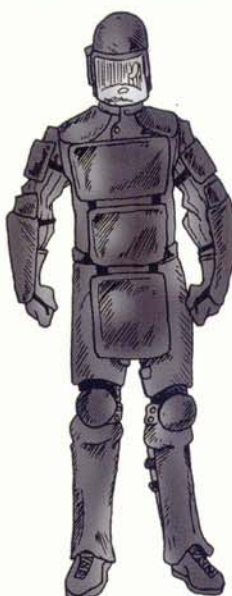
Light Armoured Shirt



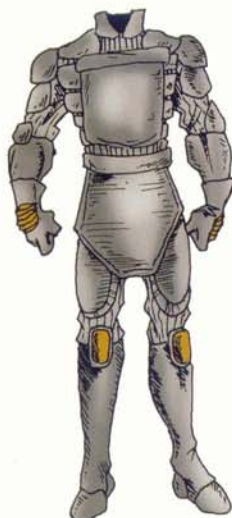
Forced Entry Unit



Class 4 combat plate



Class 2 Combat Plate



Heavy Combat Vest



Undercover Armour



Pull-up Puch Vest



### Heavy Combat Vest

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armour provides additional protection in battles against heavily armed opponents.

### Class 2 Combat Plate

A mesh of ballistic fibres woven into a body suit with plated gloves, boots, and sections of armoured protection over the vitals, Class 2 combat plate is worn by professional soldiers who still value some of their mobility and wish to retain as much of it as they can.

### Forced Entry Unit

The most powerful standard protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armour is generally only donned by tactical officers heading into a dangerous assault.

### Class 4 Combat Plate

A heavier version of the Forced Entry unit tailored for a custom fit, the thick plates of Class 4 Combat armour can resist the harshest impact of any light weapon and will turn aside the greater part of any form of attack. Class 4 Combat Plate derives its bonuses as much from its custom fitting as its dense plates; anyone wishing to wear a suit of captured or salvaged Class 4 armour must make a Purchase DC: 5 payment to get it resized properly; otherwise it only provides a +8 equipment bonus.

## VEHICLES; THE FEEL OF THE OPEN ROAD...

From sleek motorcycles speeding along the trash-strewn streets of the megaplex to the heavily armoured limousines parked outside the bright inner city's concert halls, vehicles are as much a part of the cyberpunk genre as any gun or computer system. Freelancers tend to take their vehicles very seriously, as well they should. A well-maintained combat van or street-shredding sports car can save any entire group of outlaws far better than the densest armour ever could. A fast ride and the open road can be the epitome of the concept that the best defence is never getting hit.

Vehicles are described by a number of statistics, as shown on the table below.

### Basic Statistics

*Crew:* The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or co-pilots.

*Passengers:* The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry

passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

*Cargo Capacity:* The amount of cargo the vehicle is designed to carry. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

*Initiative:* The modifier added to the driver's or pilot's initiative check when operating the vehicle.

*Manoeuvre:* The modifier added to any Drive or Pilot checks attempted with the vehicle.

*Top Speed:* The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

*Defence:* The vehicle's Defence.

*Hardness:* The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

*Hit Points:* The vehicle's full normal hit points.

### Secondary Characteristics

*Size:* Vehicle size categories are defined differently from the size categories for weapons and other objects.

*Purchase DC:* This is the purchase DC for a Wealth check to acquire the vehicle. This number reflects the base price and doesn't include any modifier for purchasing the vehicle on the black market.

*Restriction:* The restriction rating for the vehicle, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the vehicle on the black market.

## CIVILIAN AIRCRAFT

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the Pilot skill. A few examples are provided here from the variety of aerial vehicles that might be available to characters. In the cyberpunk genre, air travel tends to be very restricted, especially around the megaplexes. Characters flying indiscriminately around cities or over corporate airspace should expect a visit from a squadron of Raptors or a pair of Mjolnir attack jets.

### Bell Nightstar

This is the most common civilian and private helicopter world-wide; it has also been adopted by many military forces as a light utility helicopter and, when upgraded with rockets, a rapid response, light combat craft. The



## Vehicles

Name	Crew	Pass	Cargo	Init	Man	Top Speed	Defence	Hardness	Hit Points	Size	Purchase DC	Rest.
<b>Civilian Aircraft</b>												
Bell Nightstar (helicopter)	1	4	250 lb.	-4	-3	245 (25)	6	5	30	G	39	Lic (+1)
Bell Condor (helicopter)	2	13	5,000 lb.	-4	-4	200(20)	6	5	40	G	45	Res(+2)
Cessna Shrike (prop)	1	3	120 lb.	-4	-4	210 (21)	6	5	30	G	36	Lic (+1)
Learjet Model 90 (corporate jet)	2	14	500 lb.	-4	-4	1,100 (110)	6	5	50	G	40	Lic (+1)
<b>Civilian Cars</b>												
Acandai TL (mid-size sedan)	1	4	300 lb.	-2	-1	265 (26)	8	5	34	H	29	Lic (+1)
Aston-Martin Conqueror (sports coupe)	1	1	175 lb.	-2	+0	335 (33)	8	5	34	H	36	Lic (+1)
BMW M7 (sports coupe)	1	4	200 lb.	-2	+1	275 (27)	8	5	32	H	30	Lic (+1)
Chevstar Adirondack (economy coupe)	1	4	275 lb.	-1	-1	185 (18)	9	5	30	L	26	Lic (+1)
Chevstar Corvette-EX (sports)	1	1	250 lb.	-2	+0	310 (31)	8	5	32	H	30	Lic (+1)
Dodge Trion (economy sedan)	1	4	275 lb.	-1	-1	220 (22)	9	5	30	L	26	Lic (+1)
Ford Crown Queen Victoria (mid-size sedan)	1	5	425 lb.	-2	-1	185 (18)	8	5	34	H	28	Lic (+1)
Jaguar XJX (luxury sedan)	1	4	275 lb.	-2	-1	230 (23)	8	5	34	H	32	Lic (+1)
Lamborghini Diablo (coupe)	1	1	100 lb.	-2	+1	360 (36)	8	5	34	H	37	Lic (+1)
<b>Civilian Motorcycles</b>												
Ducati Storm (racing bike)	1	0	0 lb.	+0	+3	370 (37)	10	5	18	M	27	Lic (+1)
Harley Davidson Valkyrie (street bike)	1	1	0 lb.	-1	+1	275 (27)	9	5	22	L	26	Lic (+1)
Yamaha YZ900F (sport bike)	1	1	0 lb.	+0	+2	165 (16)	10	5	18	M	23	Lic (+1)
<b>Civilian Trucks</b>												
AM General Hummer III (SUV)	1	3	1,000 lb.	-2	-2	140 (14)	8	5	38	H	34	Lic (+1)
Chevstar Sprawler (SUV)	1	8	500 lb.	-2	-2	175 (17)	8	5	38	H	30	Lic (+1)
Dodge Parallel (minivan)	1	4	325 lb.	-2	-2	195 (19)	8	5	34	H	28	Lic (+1)
Toytsubishi Tacoma (pickup)	1	3	1,600 lb.	-2	-2	185 (18)	8	5	34	H	27	Lic (+1)
<b>Civilian Water Vehicles</b>												
Bayliner Freebooter (runabout)	1	5	2,100 lb.	-2	-2	55 (5)	8	5	28	H	28	Lic (+1)
Fairline Targa 2 (cabin cruiser)	1	3	2,100 lb.	-4	-4	80 (8)	6	5	40	G	32	Lic (+1)
Sea-Dai XP-9 (personal)	1	1	60 lb.	-1	+1	105 (10)	9	5	22	L	24	Lic (+1)
<b>Other Civilian Vehicles</b>												
Armoured truck	2	0	3,600 lb.	-2	-2	175 (17)	8	10	36	H	34	Res(+2)
Armoured Limousine	1	7	425 lb.	-4	-4	195 (19)	6	9	38	G	36	Lic (+1)
Moving truck	1	2	33,000 lb.	-4	-4	165 (16)	6	5	44	G	34	Lic (+1)
NABI Model 990 (city bus)	1	39	0 lb.	-4	-4	120 (12)	6	5	48	G	38	Lic (+1)
<b>Military Vehicles</b>												
BMP-X1X (tracked APC)	3	7	250 lb.	-2	-2	70 (7)	8	10	62	H	40	Mil(+3)
M4A4 Powell (tracked tank)	4	0	425 lb.	-4	-4	80 (8)	6	20	84	G	47	Mil(+3)
UH-90 Raptor (helicopter)	2	14	9,000 lb.	-4	-3	325 (32)	6	8	46	G	47	Mil(+3)
Lockheed Mjolnir (attack jet)	2	10	500 lb.	-4	-2	1,200 (120)	6	8	50	G	40	Mil(+3)

Nightstar is two squares wide and seven squares long. It provides three-quarters cover for crew and passengers.

#### **Bell Condor**

This is the updated twin-engine, civilian version of the ancient but ubiquitous Huey helicopter. As a civilian aircraft, it is a sturdy, reliable helicopter used for passenger and corporate cargo work all over the world. Military versions are still in use in many countries, occasionally seeing service as a bombing craft. The Bell Condor is three squares wide and seven squares long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo doors are open).

#### **Cessna Shrike**

This uncommon single-engine propeller plane is relatively inexpensive for its capabilities, primarily because Cessna as a corporation is attempting to rebuild after a devastating near-takeover by Lockheed. A Cessna Shrike is seven squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers.

#### **Learjet Model 90**

This is a sleek business jet introduced in the late 2010s. Two autofans, set on the fuselage above and behind the wings, provide the thrust while contoured wings handle all the lift it could need. The interior includes luxury accommodations for over a dozen passengers. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

### **CIVILIAN CARS**

All of these civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and a multi-channel radio with a chip player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a non-luxury car with an increase of 1 to the vehicle's purchase DC. Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs,

perhaps to fire weapons, may be reduced to one-half or even one-quarter cover). Owning a car is difficult but not impossible in the dark future, though 'owning' one is as easy as hotwiring it and driving away quickly.

#### **Acandai TL**

The TL is a four-door luxury sedan often owned by corporate types and successful jackers with a flair for style. It is two squares wide and four squares long.

#### **Aston-Martin Conqueror**

The Conqueror is a two-door luxury sports car powered by a fusion, 660-horsepower split-cylinder engine. A six-speed full automatic transmission with overdrive is standard. The Conqueror is two squares wide and four squares long. Jackers with money who are not quite so successful often aspire to 'acquire' one of these as their main wheels.



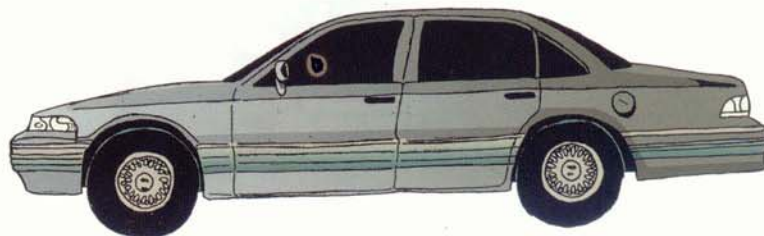
**Acandai TL**



**Aston-Martin Conqueror**



**Chevstar Corvette-EX**



**Ford Crown Victoria**

### BMW M7

The M7 is a two-door luxury hover car equipped with a standard fusion, 533-horsepower engine. The M7 is two squares wide and three squares long. Hover vehicles move like regular ground cars but are not impeded by obstacles less than a foot tall and can drive over water without difficulty.

### Chevstar Adirondack

A two-door family hover coupe in an era where families rarely travel far enough to need one, the Adirondack is a powerful but unpopular vehicle two squares wide and four squares long.

### Chevstar Corvette-EX

The Corvette is a two-door sports car equipped with a fusion, 580-horsepower straight 8 engine and a speed

booster that adds an extra 5 to Top Speed for up to three rounds every 10 minutes. The Corvette is two squares wide and three squares long.

### Dodge Trion

The Trion is an inexpensive four-door hover sedan. It is two squares wide and three squares long.

### Ford Crown Queen Victoria

The Crown Victoria is a large four-door luxury sedan equipped with all the amenities a rich corporate or political character could want. Large and elegant, it is a favourite of megacorps and government officials alike. It also ranks very highly on the 'steal this car' list with jackers the world over. The Crown Victoria is two squares wide and four squares long.

### Jaguar XJX

The XJ is a four-door luxury hover sedan built in Eurasia and rarely exported without huge fees. If a character outside of Eurasia wants one, the Purchase DC is at +2. It is two squares wide and four squares long.

### Lamborghini Diablo

The Diablo is a top-of-the-line exotic hover sports car—a two-door coupe equipped with a standard fusion, 850-horsepower four-type split cylinder engine. Diablos are often equipped with weapons and used by wealthy Eurasian gangers, but they are rarely seen in this capacity with the poorer thugs that lurk in North America. The Diablo is two squares wide and three squares long.

Ducati Storm



Harley-Davidson  
Valkerie



Yamaha Yz900F



## CIVILIAN MOTORCYCLES

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants. Cycles are the vehicles of choice for most solo freelancers, mostly for their manoeuvrability and ease in customising.

### Ducati Storm

This is a top-of-the-line street bike with a strong heritage of winning races. The Storm has a single hardpoint

that comes standard on the bike, though it is not sold at its base price with a weapon attached. This vehicle is one square wide and two squares long.

#### Harley-Davidson Valkyrie

This huge motorcycle sports a huge fusion engine and has no sound baffles on its engine, making for a very loud machine (-2 on all Listen checks to detect the Valkyrie's presence). It is designed to look cool and compete for space on the roads with automobiles- two things it does very well. It is one square wide and two squares long.

#### Yamaha YZ900F

A classic dirt bike in a world where dirt that is not toxic can be hard to come by, this is very similar to the motorcycle used by North American military cavalry scouts. The YZ900F is one square wide and two squares long.

#### Civilian Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars. Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover. Trucks and vans are the vehicle of choice for groups of freelancers, as they can transport a large number of people and stow their gear at the same time.

#### AM General Hummer III

The four-door Hummer III is a civilian version of the military's all-terrain 'humvee' utility vehicle, although the latter went out of production years ago. It comes equipped with a powerful fusion, 400 horsepower split-turbo engine with a gasoline powered backup. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUVlike body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture-proof tires.

A Hummer is two squares wide and four squares long.

#### Chevstar Sprawler

One of the largest sport utility vans on the market, the Suburban is a four-door truck that caters

directly to the sprawl dweller market. It is relatively inexpensive, easy to repair (-1 on all Repair DCs), and has a pair of empty hardpoints as standard equipment. It is two squares wide and four squares long.

#### Dodge Parallel

The Parallel is a luxury-designed minivan with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

#### Toytsubishi Tacoma

The Tacoma is the latest incarnation of vehicles by the same name, this one bought after the company's incorporation (some say at the end of a gun) with the Mitsubishi company. It is a two-door pickup with a back seat in its extended cab. The Tacoma is two squares wide and four squares long.

### CIVILIAN WATER VEHICLES

Piloting a water vehicle is covered by the Drive skill and is generally easy to do. Finding a stretch of water safe and clean enough to drive a boat through is an altogether more difficult proposition.

#### Bayliner Freebooter

This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a auto-trailer; loading or unloading it does not require a separate paved boat ramp and takes 1



minute of work. The Freebooter has one front mounted hardpoint and provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. The Bayliner Freebooter is two squares wide and four squares long.

### Fairline Targa 2

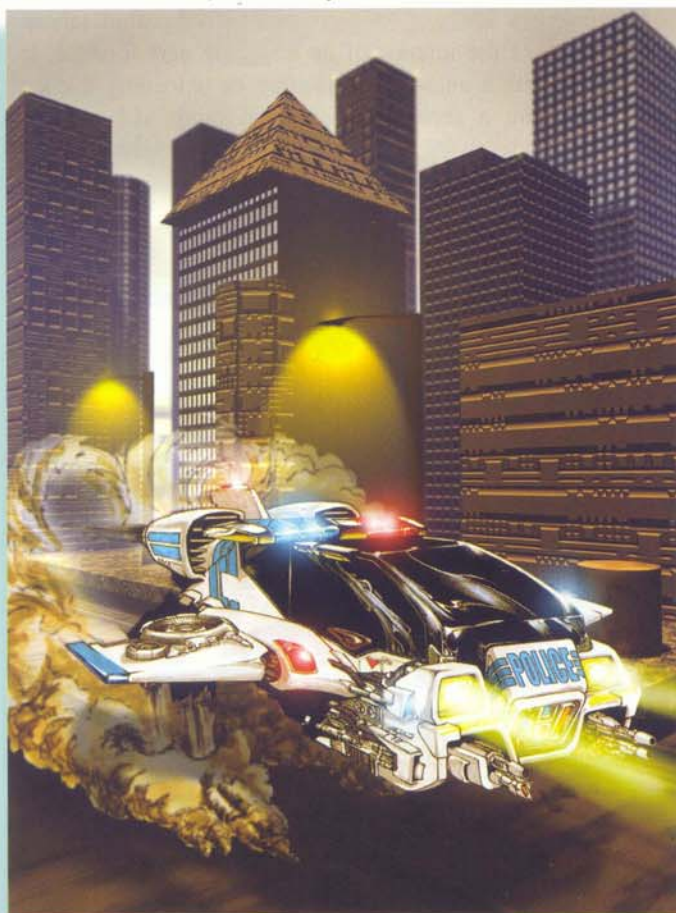
This luxury cabin cruiser is a motor yacht with two internal fusion engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. The Targa is three squares wide and six squares long.

### Sea-Doo XP-9

This is a two-seat jet ski with room for a single hardpoint (not included) that propels itself with a powerful jet of water and drives like an aquatic motorcycle. The Sea-Doo XP-9 is one square wide and two squares long, and provides no cover for its riders.

## OTHER VEHICLES

A few types of vehicles do not fit neatly into the categories covered above. Many of these (such as the armoured truck and the limousine) are usually custom built, so the model



name isn't specified as it is with most other vehicles in this section. The description and stats reflect a typical model.

### Armoured Truck

Used to transport money between businesses and financial institutions, armoured trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armoured truck is two squares wide and four squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

### Armoured Limousine

A limousine is a big, comfortable car. The statistics given are for a moderate-sized hover vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants.

### Moving Truck

This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. Moving trucks are a popular part of any jacker's 'gear', though they usually do not drive them personally when they can get accomplices to do so. A moving truck is two squares wide and five squares long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

### NABI Model 900

This is a typical city bus, one of the few vehicles that moves freely between the sprawls and the corporate sector. Most megaplex dwellers consider these buses to be neutral ground and will not pursue any personal vendettas onto them. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

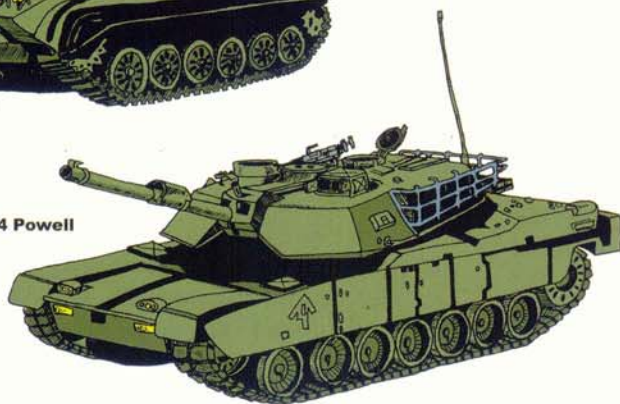
## MILITARY VEHICLES

Several military vehicles are covered here. In addition, a number of the civilian vehicles covered above, such as the AM General Hummer III and the Bell Model Nightstar helicopter, are commonly seen in military service. Military vehicles in the hands of freelancers tend to attract a lot of attention, leading to a kind of 'keep it if you can' attitude towards them in the sprawl.

BMP-X1X



M4A4 Powell



UH-90 Raptor



### BMP-X1X

A Neo Soviet armoured personnel carrier, the BMP is used by the Russian army and more than thirty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, three integral hardpoints (one of which is occupied by the cannon listed below), and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The BMP-2 is three squares wide and four squares long. It provides full cover to its occupants.

This vehicle comes equipped with a 30mm cannon (see the Vehicle Weapons table) mounted in a full turret. This occupies one of the XIX's three hardpoints.

### M4A4 Powell

This is the North American Military's main battle tank, probably the most advanced and powerful tank in the world. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Powell is three squares wide and six squares long. It provides full cover to its occupants.

This vehicle comes equipped with a tank cannon and an M4A4 heavy 25mm cannon (see the Vehicle Weapons table below), both mounted in full turrets.

### UH-90 Raptor

Introduced in 2015s to replace the aging UH-60, this is the NAM's primary utility helicopter. The UH-90 is three squares wide and twelve squares long. Raptors have no integral weaponry but come with two installed hardpoints. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

## HARDPOINTS

Any vehicle can be equipped with a weapon from the above table or from the Heavy Weapons chart. Doing this requires a certain amount of vehicular reinforcement and computer interfacing, also called a hardpoint. A vehicle must purchase a hardpoint for every weapon installed this way, and may only carry one hardpoint for every two squares it occupies. The computer linking that comes with a hardpoint requires the Heavy Weapon Proficiency feat to use properly and provides a +1 equipment bonus to hit when using that weapon. This will stack with a targeter, which must be purchased separately.

Hardpoints add 100 lbs. a piece to a vehicle and have a Purchase DC of 10 (12 for a Vehicle weapon).

### Vehicle Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
<i>Cannons (require the Exotic Firearms Proficiency [cannons] feat)</i>										
BMP-2 30mm cannon	4d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*
M4A4 Powell tank cannon	10d12	20	Ballistic	150 ft.	Single	1	Huge	*	*	*
M4A4 Powell 25mm cannon	4d12	20	Ballistic	150 ft.	A	Linked	Huge	*	*	*

Weight, purchase DC, and restriction rating do not apply. These weapons are part of the vehicles on which they are mounted.

# COMBAT - THE ESSENCE OF CONFLICT

Although an effective Cybernet saga is about a great deal more than combat, sooner or later it all comes down to someone getting shot. Combat is both a way of life and a way of style in the dark future, a way for the disenfranchised to take back some of what has been taken from them and the method by which it is taken in the first place. The fight for freedom, or to fight those who would have it, is a central tenet in any Cybernet game.

That said, combat is not the be all and end all of the entire genre. It is however a complex enough part of the game to warrant its own rule systems and its own chapter. Conflicts in the ultramodern world of tomorrow are fairly easy to resolve, with the only real variables coming from the many options available to and presented by the characters themselves. All combat in Cybernet follows the same basic guidelines, with the same rules applying to everyone. Players and Games Masters alike should keep in mind that this system is the same in the real world as

it is in the Web, with the few variations presented by the digital environment listed in the Webcrawling chapter.

## THE RULES OF COMBAT

Combat in Cybernet is played out in rounds, and in each round everybody acts in turn in a regular cycle. Cyberware can modify combat rolls in numerous ways, but it does not change the basic tenets of how d20 combat operates.

Combat usually runs in the following way.

- > Each combatant starts the battle flat-footed. Once a combatant acts, he or she is no longer flat-footed. *Duelling Exception:* When everyone involved in a combat knows that a battle is about to begin and spend more than one minute in full view of each other, no one is flatfooted during the first round (except to an attack that comes in from outside the visible opponents).
- > The Games Master determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative.

Rip tightened his belt and walked into the room. Jet was already there, dressed in a dead black gi and a grey sash. He mused to himself that if the man ever wore a primary colour, he would probably have an allergic reaction. With a slight bow, he approached to the edge of the spray painted circle in the middle of the floor. 'Okay. If you are going to run with us, I need to see how you handle in a fight.'

Jet's shades retracted into his skin. 'Of course. What do you propose?'

With a chuckle, Rip gestured to their outfits. 'Well, I didn't ask us to get all dressed up for nothing. We'll spar, and I'll gauge your style. We'll keep it up until somebody hits the floor. Cat's outside on the remote to make sure nobody gets clocked out for good.'

Jet nodded. 'Fair enough. I will try not to break you.'

Rip swallowed his smile and took a defensive stance. 'Kind of you. Ready?' He tensed his body as he talked, more than a little apprehensive about this. He had never brought anyone into the group before like this Jet, and he had never lost one of these sparring matches. He did not intend to do so now, not with Hellcat watching. It would be... embarrassing.

In response, Jet put one fist in the other open hand and leaned back on his right foot. It was a style Rip had never seen before, but it looked effective enough. 'Go!'

Jet was on him fast, too fast, and before he could do much more than throw a simple block, the man's fist was connecting with his jaw. He stepped out of the follow-up punch to the rub and snapped a kick that caught only air. Jet was moving with the kind of grace only creds and surgery could buy, a reaction speed that blew even his wired system to shame. He went full defensive, thwarting attacks with his forearms and shins almost before he could consciously see them.

For his part, Jet seemed to be focusing on the fight intently. It was the most emotion Rip had seen out of the man since they'd hired him, though the emotion was mostly one of centred aggression. The man's face was as impassive as ever, but his eyes were reading every movement, every action in the dance of battle with an intelligence that was almost frightening. No matter what Rip threw at him, it was analysed instantly and countered before the next attack could even begin. This was going to be rough...

Outside in the hall, Hellcat was being treated to a great fight, the best one she has seen in years. Rip was really working in there. Even Tank had never run him around the room like this. It was so much fun to watch, she even forgot about her popcorn.

In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

- > Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.
- > Combatants act in initiative order. Initiative is calculated using a d20 Dexterity check as detailed below.
- > When everyone has had a turn, whether they take advantage of it or not, the combatant with the highest initiative acts again, and the previous two steps repeat until combat ends.

## ATTACK ROLL

An attack roll represents a character's attempts to strike an opponent on the character's turn in a round. When a character makes an attack roll, he or she rolls 1d20 and adds his or her attack bonus. If the result equals or beats the target's Defence, the character hits and deals damage. Many modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat—a possible critical hit.

If the character is not proficient in the weapon he or she is attacking with (the character does not have the appropriate Weapon Proficiency feat), that character takes a -4 penalty on the attack roll.

## ATTACK BONUS

A character's attack bonus with a melee weapon is:  
Base attack bonus + Strength modifier + size modifier.

With a ranged weapon, a character's attack bonus is:  
Base attack bonus + Dexterity modifier + range penalty + size modifier.

## STRENGTH MODIFIER

Strength helps a character swing a weapon harder and faster, so a character's Strength modifier applies to melee attack rolls.

## SIZE MODIFIER

Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to Defence against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are. Creature sizes are compatible with vehicle sizes.

## Size Modifiers

Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	-8
Gargantuan (grey whale [40 ft. long])	-4
Huge (elephant)	-2
Large (lion)	-1
Medium-size (human)	+0
Small (German shepherd)	+1
Tiny (housecat)	+2
Diminutive (rat)	+4
Fine (horsefly)	+8

## DEXTERITY MODIFIER

Dexterity measures co-ordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a ranged weapon.

## RANGE PENALTY

The range penalty for a ranged weapon depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment (see Table: Ranged Weapons and Table: Melee Weapons). Any attack from a distance of less than one range increment is not penalised for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to ten increments.

## DAMAGE

When a character hits with a weapon, he or she deals damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures. Damage is deducted from the target's current hit points. Attacks against objects are dealt with in a separate section detailed below.

## MINIMUM WEAPON DAMAGE

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage. This can be negated by Hardness or Damage Reduction to 0; the minimum damage of 1 rule only applies to internal penalties on the damage roll itself.



## STRENGTH BONUS

When a character hits with a melee weapon or thrown weapon, add his or her Strength modifier to the damage. The Weapon Finesse feat applies only to attack rolls, not damage.

*Off-Hand Weapon:* When a character deals damage with a weapon in his or her off hand, add only half of the character's Strength bonus.

*Wielding a Weapon Two-Handed:* When a character deals damage with a weapon that he or she is wielding two-handed, add 1.5 times the character's Strength bonus. However, the character does not get this higher Strength bonus when using a light weapon two-handed; in such a case, only the character's normal Strength bonus applies to the damage roll.

## MULTIPLYING DAMAGE

Sometimes damage is multiplied by some factor, generally a x2 or more due to a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Bonus damage represented as extra dice is an exception. Do not multiply bonus damage dice when a character scores a critical hit.

## CRITICAL HITS

When a character makes an attack roll and gets a natural 20 (the d20 shows 20), the character hits regardless of the target's Defence, and the character has scored a threat of a critical hit. To find out if it is actually a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defence, the attack is a critical hit. (The second roll just needs to hit to confirm a critical hit; the character does not need to roll a second 20.) If the second roll is a miss, then the attack just deals the damage of a regular hit.

A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is x2. (It is possible for some weapons to have higher multipliers, doing more damage on a critical hit.) Some weapons have expanded threat ranges, making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit. The Critical column on Table: Ranged Weapons and Table: Melee Weapons indicates the threat range for each weapon on the tables.

## DEFENCE VALUE

A character's Defence Value (DV) represents how hard it is for opponents to land a solid, damaging blow on the character. It is the attack roll result that an opponent needs to achieve to hit the character. The average, unarmed

civilian has a Defence of 10. A character's Defence Value is equal to:

$$10 + \text{Reflex Saving Throw} + \text{class bonus} + \text{equipment bonus} + \text{size modifier}$$

## DEXTERITY MODIFIER

If a character's Dexterity is high, he or she is particularly adept at dodging blows or gunfire. If a character's Dexterity is low, he or she is particularly inept at it. Characters apply their Reflex saving throw, which is dependent on Dexterity, to Defence.

Sometimes a character cannot use his or her Dexterity bonus, whether because of an entanglement, being caught flatfooted, or for some other reason. If a character cannot react to a blow, that character cannot use his or her Reflex saving throw bonus to Defence.

## CLASS BONUS

A character's class and level grant the character an innate bonus to Defence. This bonus applies in all situations, even when the character is flat-footed or when the character would lose his or her Reflex Save bonus for some other reason.

## EQUIPMENT BONUS

If a character wears armour, it provides a bonus to his or her Damage Reduction, not to his Defence Value. This bonus represents the armour's ability to protect the character from blows but that it does not make him any harder to hit. Armour provides a minimum bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armour receives a larger bonus to Defence.

Sometimes a character cannot use his or her equipment bonus to DR. If an attack will damage the character just by touching him or her, that character cannot subtract his or her equipment bonus DR from the damage of the attack, if any (see Touch Attacks, below).

## SIZE MODIFIER

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature does not have a hard time attacking another creature of the same size. Size modifiers are shown on Table: Size Modifiers.

## OTHER MODIFIERS

Other factors can add to a character's Defence Value.

*Feats:* Some feats give a bonus to a character's Defence Value.

**Natural Defence:** Some creatures have a natural ability to avoid attacks, which usually consists of cyberware rewiring of the nervous system, boosted response time, or combat programming.

**Dodge Bonuses:** Some other Defence bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character his or her Dexterity bonus also denies his or her dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

## TOUCH ATTACKS

Some attacks disregard armour. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his or her attack roll as normal, but a character's Defence does not include any equipment bonus or armour bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

## HIT POINTS

A character's hit points tell how much punishment he or she can take before dropping. Hit points are based on the character's class and level, and the character's Constitution modifier applies. When a character's hit point total drops to 0, he or she is disabled. When it drops to -1, he or she is dying. When it drops to -10, the character is dead. There are cyberware modifications that can affect each of these rules; they are detailed in the appropriate chapter.

## SPEED

A character's speed tells how far he or she can move in a move action. Humans normally move 30 feet, but some creatures move faster or slower. Wearing armour can slow a character down. A character normally moves as a move action, leaving

an attack action to attack. The character can, however, use his or her attack action as a second move action. This could let the character move again, for a total movement of up to double his or her normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times his or her normal speed, but a character can only run all out in a straight line, and doing so affects the character's Defence (see Run).

## SAVING THROWS

Generally, when a character is subject to an unusual or magical attack, he or she gets a saving throw to avoid or reduce the effect. A saving throw is a 1d20 roll plus a bonus based on the character's class and level (the character's base save bonus) and an ability modifier. A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

A character's saving throw bonus is:  
*Base save bonus + ability modifier*

The Difficulty Class for a save is determined by the attack or effect itself.

## SAVING THROW TYPES

The three different kinds of saving throws are:

**Fortitude:** These saves measure a character's ability to stand up to massive physical punishment or attacks against his or her vitality and health such as poison and paralysis. Apply a character's Constitution modifier to his or her Fortitude saving throws.

**Reflex:** These saves test a character's ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, a character gets to make a Reflex save to take only half damage.) Apply the character's Dexterity modifier to his or her Reflex saving throws.

**Will:** These saves reflect a character's resistance to mental influence, domination, and psychological effects. Apply the character's Wisdom modifier to his or her Will saving throws.



## INITIATIVE

Every round, combatants get to take their allotment of actions. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The Games Master finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).

If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

*Flat-footed:* At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the initiative order), the character is flat-footed. A character cannot use his or her Dexterity bonus, and therefore loses his Reflex saving throw bonus to Defence while flat-footed.

*Joining a Battle:* If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

## SURPRISE

When a combat starts, if a character was not aware of his or her enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise his or her enemies if the character knows about them before they're aware of the character.

### THE SURPRISE ROUND

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types, below). If no one or everyone is surprised, a surprise round does not occur.

## UNAWARE COMBATANTS

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defence.

## ACTIONS IN COMBAT

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialised options are touched on in Table: Actions in Combat, and covered in Special Initiative Actions and Special Attacks.

### THE COMBAT ROUND

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his or her entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a period of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

## ACTIONS IN COMBAT

Attack Actions	Attack of Opportunity <sup>1</sup>
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes
Attack an object	Maybe <sup>2</sup>
Total defence	No
Use a skill that takes an attack action	Usually

**Attack Actions**

Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Climb, accelerated (one-half speed)	No
Crawl	No
Draw a weapon <sup>3</sup>	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	No
Start/complete full-round action	Varies
Swim	No
Use a skill that takes a move action	Usually
Activate manual control cybergear	Yes

**Attack Actions****Attack of Opportunity<sup>1</sup>**

Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm with an internal magazine	Yes

**Attack Actions****Attack of Opportunity<sup>1</sup>**

Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No
Activate thought-controlled cybergear	No

**Attack Actions****Attack of Opportunity<sup>1</sup>**

Disarm <sup>4</sup>	Yes
Grapple <sup>4</sup>	Yes
Load a weapon	Yes
Trip an opponent <sup>4</sup>	No
Use a feat <sup>5</sup>	Varies

**Attack Actions****Attack of Opportunity<sup>1</sup>**

Delay	No
5-foot step	No

**Attack of Opportunity<sup>1</sup>**

**1** Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

**2** If the object is being held, carried, or worn by a creature, yes. If not, no.

**3** If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.

**4** These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

**5** The description of a feat defines its effect.

## ACTION TYPES

The four types of actions are attack actions, move actions, full-round actions, and free actions. In a normal round, a character can perform an attack action and a move action (or two move actions; a character can always take a move action in place of an attack action), or a character can perform a full-round action. A character can also perform as many free actions as the Games Master allows.

In some situations (such as in the surprise round) a character may be limited to taking only a single attack or move action.

## ATTACK ACTION

An attack action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, a character can take an attack action and a move action. A character can take a move action before or after performing an attack action.

## MOVE ACTION

A move action allows a character to move his or her speed or perform an action that takes a similar amount of time. A character can move his or her speed, climb one-quarter of his or her speed, draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action (see Table: Actions in Combat).

A character can take a move action in the place of an attack action. If a character moves no actual distance in a round, that character can take one 5-foot step before, during, or after the action.

## FULL-ROUND ACTION

A full-round action consumes all a character's effort during a round. The only movement the character can take during a full-round action is a 5-foot step before, during, or after the action. Some full-round actions do not allow a character to take a 5-foot step. A character can also perform free actions (see below) as the Games Master allows.

## FREE ACTION

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. A character can perform one or more free actions while taking another action normally. However, the Games Master puts reasonable limits on what a character can really do for free. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on a magic spell (if magic is available in the campaign) are all free actions.

## ATTACK ACTIONS

Most common attack actions are described below. More specialised attack actions are mentioned in Table: Actions in Combat, and covered in Special Attacks.

## MELEE ATTACKS

With a normal melee weapon, a character can strike any enemy within 5 feet. (Enemies within 5 feet are considered adjacent to the character.) A character capable of making more than one melee attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

*Fighting Defensively:* A character can choose to fight defensively while making a melee attack. If the character does so, he or she takes a -4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defence in the same round.

## UNARMED ATTACKS

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except that an unarmed attack deals non-lethal damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

*Attacks of Opportunity:* Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character attacked. The attack of opportunity comes before the character's attack. An unarmed attack does not provoke attacks of opportunity from other foes,

nor does it provoke an attack of opportunity from an unarmed foe.

*'Armed' Unarmed Attacks:* Sometimes a character or creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs, and similar natural physical weapons, for example, counts as armed. Being armed counts for both offense and defence—not only does a creature not provoke an attack of opportunity when attacking an armed foe, but a character provokes an attack of opportunity from that creature if the character makes an unarmed attack against it. The Combat Martial Arts feat makes a character's unarmed attacks count as armed. *Unarmed Strike Damage:* An unarmed strike from a Medium-size character deals 1d3 points (plus the character's Strength modifier, as normal) of non-lethal damage.

A character can specify that his or her unarmed strike will deal lethal damage before the character makes his or her attack roll, but the character takes a -4 penalty on the attack roll because he or she has to strike a particularly vulnerable spot to deal lethal damage.

## RANGED ATTACKS

With a ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between the character and the target. The maximum range for a thrown weapon is



five range increments. For weapons that fire projectiles, it is ten range increments.

A character capable of making more than one ranged attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

*Shooting or Throwing into a Melee:* If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, the character takes a -4 penalty on his or her attack roll because the character has to aim carefully to avoid hitting the ally. Two characters are engaged in melee if they are enemies and they are adjacent to one another. (An unconscious or otherwise immobilised character is not considered engaged unless he or she is actually being attacked.)

If the target is so big that part of it is 10 feet or farther from the nearest ally, the character can avoid the -4 penalty, even if it is engaged in melee with an ally.

Because of the weapon's unwieldy shape and size, an attacker using a rifle takes a -4 penalty on attacks against adjacent opponents.

*Fighting Defensively:* A character can choose to fight defensively while making a ranged attack. If the character does so, he or she takes a -4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defence in the same round.

## TOTAL DEFENCE

Instead of attacking, a character can use his or her attack action simply to defend. This is called a total defence action. The character does not get to attack or perform any other activity, but does get a +4 dodge bonus to his or her Defence for 1 round. The character's Defence improves at the start of this action, so it helps against any attacks of opportunity the character is subject to while performing his or her move action.

## MOVE ACTIONS

With the exception of specific movement-related skills, most move actions do not require a check. In some cases, ability checks might be required.

## MOVEMENT

The simplest move action is moving the character's speed. If a character takes this kind of move action during his or her turn, the character cannot also take a 5-foot step. Many non-standard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), crawling (up to 5 feet), and entering a vehicle.

## MANIPULATING OBJECTS

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door. If the character has a base attack bonus of +1 or higher, he or she can draw a weapon as part of his or her normal movement.

## STANDING UP

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten the character. A character can make a Tumble check (DC: 20) to stand without provoking an attack of opportunity. If the Tumble check result is 30 or better, standing is a free action instead of a move action.

## START/COMPLETE FULL-ROUND ACTION

The 'start/complete full-round action' move action lets a character start undertaking a full-round action (such as



those listed on Table: Actions in Combat) at the end of his or her turn, or complete a full-round action by using a move action at the beginning of his or her turn in the round following the round when the character started the full-round action. If the character starts a full-round action at the end of his or her turn, the next action that character takes must be to complete the full-round action.

## FULL-ROUND ACTIONS

A full-round action requires an entire round to complete. If it does not involve moving any distance, a character can combine it with a 5-foot step.

### CHARGE

Charging is a special full-round action that allows a character to move more than his or her speed and attack during the action. However, there are tight restrictions on how and when a character can charge.

*Movement during a Charge:* The character must move before his or her attack, not after. The character must move at least 10 feet and may move up to twice his or her speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as he or she is within striking range of his or her target (the character cannot run past the target and attack from another direction). A character cannot take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his or her turn) the character can still use the charge action, but he or she is only allowed to move up to his or her speed (instead of up to twice his or her speed).

*Attacking after a Charge:* After moving, the character may make a single melee attack. The character gets a +2 bonus on the attack roll. The character also takes a -2 penalty to his or her Defence for 1 round (until the beginning of the character's turn in the following round).

Even if the character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, a character only gets to make one attack after a charge. Instead of

attacking the target, a character can attempt to push the target back. See Bull Rush.

### FULL ATTACK

If a character gets more than one attack per action because his or her base attack bonus is high enough, because he or she fights with two weapons, because he or she is using a double weapon, or for some special reason, the character must use the full attack action to get his or her additional attacks. The character does not need to specify the targets of his or her attacks ahead of time. The character can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. The character may take the step before, after, or between the attacks. If a character gets multiple attacks based on his or her base attack bonus, the character must make the attacks in order from highest bonus to lowest. If the character is using two weapons, the character can strike with either weapon first. If the character is using a double weapon, the character can strike with either part of the weapon first.

*Committing to a Full Attack Action:* A character does not have to commit to a full attack until after the first attack. The character can then decide whether to make his or her remaining attacks or to take a move action. Of course, if the character has already taken a 5-foot step, he or she cannot use his or her move action to move any distance, but the character could still draw or put away a weapon, for instance (see Move Actions, above).

*Fighting Defensively:* A character can choose to fight defensively when taking a full attack action. If the character does so, he or she takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defence in the same round.

### ATTACKING WITH TWO WEAPONS

If the character wields a second weapon in his or her off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however—the character takes a -6 penalty on the regular attack or attacks with his or her primary hand and a -10 penalty on the attack with his or her off hand. Unless a character has



the Two-Weapon Fighting feat, when attacking with two weapons they must both be of the same type – namely melee or ranged. A character can reduce the penalties inherent in this kind of combat in two ways.

If the off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.) Also, the Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6. The Two-Weapon Fighting Penalties table below summarises the interaction of all these factors.

*Double Weapons:* A character can use a double weapon to make an extra attack as if he or she were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

### Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

### RUN

A character can run all out as a full-round action. When a character runs, he or she can move up to four times his or her speed in a straight line. (The character does not get a 5-foot step.) The character loses any Dexterity bonus to Defence since he or she cannot avoid attacks. However, the character gets a +2 bonus to Defence against ranged attacks while running.

A character can run for a number of rounds equal to his or her Constitution score, but after that the character must succeed at a Constitution check (DC 10) to continue running. The character must check again each round in which he or she continues to run, and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he or she must stop running. A character who has run to his or her limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move normally, but cannot run.

A run represents a speed of about 14 miles per hour for an unencumbered human.

### WITHDRAW

Withdrawing from melee combat is a full-round action. When a character withdraws, he or she can move up to twice his or her speed. (The character does not also get a 5-foot step.) The square the character starts from is not considered threatened for purposes of withdrawing, and therefore enemies do not get attacks of opportunity

against the character when he or she move from that square.

If while withdrawing, the character moves through another threatened square (other than the one started in) without stopping, enemies get attacks of opportunity as normal. Some forms of movement (such as climbing and swimming) require skill checks from most creatures. A character may not withdraw using a form of movement for which that character must make a skill check.

## MISCELLANEOUS ACTIONS

Some actions do not fit neatly into the above categories. Some of the options described below are actions that take the place of or are variations on the actions described earlier. For actions not covered in any of this material, the Games Master determines how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies.

### USE FEAT, SKILL, OR TALENT

Certain feats, let a character take special actions in combat. Other feats are not actions in themselves, but they give a character a bonus when attempting something he or she can already do. Some feats aren't meant to be used within the framework of combat. The individual feat descriptions tell a character what he or she needs to know about them. Most uses of skills or talents in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a talent or a skill provides the time required to use it.

### ATTACKS OF OPPORTUNITY

The melee combat rules assume that combatants are actively avoiding attacks. A player does not have to declare anything special for his or her character to be on the defensive. Sometimes, however, a combatant in a melee lets his or her guard down, and does not maintain a defensive posture as usual. In this case, combatants near him or her can take advantage of this lapse in defence to attack for free. These attacks are called attacks of opportunity.

### WEAPON TYPE

A character can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, a character can make attacks of opportunity with unarmed attacks if the character's unarmed attacks count as armed (see 'Armed' Unarmed Attacks).



## THREATENED SQUARES

A character threatens the squares into which he or she can make a melee attack, even when it is not the character's action. Generally, that's all squares adjacent to the character's position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. A character can only make attacks of opportunity with melee weapons, never with ranged weapons.

## PROVOKING AN ATTACK OF OPPORTUNITY

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that distracts from defending and lets the character's guard down.

*Moving out of a Threatened Square:* When a character moves out of a threatened square, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character does not provoke an attack of opportunity if all he or she moves is a 5-foot step, or if the character withdraws. If the character does not start in a threatened square, but moves into one, the character has to stop there, or else he or she provokes an attack of opportunity as he or she leaves that square.

*Performing an Action that Distracts the Character:* Some actions, when performed in a threatened square, provoke attacks of opportunity because they make a character divert his or her attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. Table: Actions in Combat notes many additional actions that provoke attacks of opportunity.

## MAKING AN ATTACK OF OPPORTUNITY

An attack of opportunity is a single melee attack, and a character can only make one per round. A character does not have to make an attack of opportunity if he or she does not want to. An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. A character makes his or her attack of opportunity, however, at his or her normal attack bonus—even if the character has already attacked in this round.

## MOVEMENT AND POSITION

When using a grid to represent character's movement, the standard scale equates 1 inch (or a 1 inch square) to 5 feet in the game world.

### STANDARD SCALE

One inch (or one square)	= 5 feet
'Next to' or 'adjacent'	= 1 inch (5 feet) away (or in adjacent square)
30mm figure	= A human-size creature
A human-size creature occupies an area	1 inch (5 feet) across (or one square)
One round	= 6 seconds

## TACTICAL MOVEMENT

Where a character can move, how long it takes to get there, and whether he or she is vulnerable to attacks of opportunity while moving are key questions in combat.

## HOW FAR CAN A CHARACTER MOVE?

Characters normally move 30 feet, although armour can slow a character down. Some creatures and robots move faster or slower. A character's speed when unarmoured is sometimes called base speed.



*Encumbrance:* A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal.

*Movement in Combat:* Generally, a character can move his or her speed as a move action. If a character uses his or her attack action as a move action, the character can move again (for a total movement of up to twice the character's normal speed). If the character spends the entire round to run all out, he or she can move up to four times his or her normal speed. If a character does something that requires a full round, he or she can only take a 5-foot step.

*Movement in Darkness:* If a character moves when he or she cannot see, such as in total darkness, his or her speed is limited to one-half normal. The Blind-Fight feat reduces this penalty.

## PASSING THROUGH

Sometimes a character can pass through an area occupied by another character, creature, or object.

*Friendly Character:* A character can move through a square occupied by a friendly character.

*Unfriendly Character:* There are two ways to move through a square occupied by a resisting enemy. The character can attempt an overrun. Or the character can attempt to tumble through a square occupied by an enemy (if the character has ranks in the Tumble skill; see the skill description). A character can move through a square occupied by an unfriendly character who does not resist as if the character was friendly.

*Square Occupied by Creature or Object Three Sizes Larger or Smaller:* Any creature can move through a square occupied by a creature or object three size categories larger or three categories smaller than it is.

## FLANKING

If a character is making a melee attack against an opponent, and an ally directly opposite the character is threatening the opponent, the character and his or her ally flank the opponent. The character gains a +2 bonus on his or her attack roll. The ally must be on the other side of the opponent so that the opponent is directly between the character and the ally.

A character does not gain a bonus for flanking when making a ranged attack.

## COMBAT MODIFIERS

This section covers offensive and defensive modifiers provided by position. In the incredibly violent world of tomorrow, these modifiers can be

the edge a Player Character needs to survive. As such, they are a vital part of combat.

## FAVOURABLE AND UNFAVOURABLE CONDITIONS

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defence. The Games Master judges what bonuses and penalties apply, using the Defence Modifiers table and the Attack Roll Modifiers table as guides.

## COVER

Cover provides a bonus to Defence Value. The more cover a character has, the bigger the bonus. In a melee, if a character has cover against an opponent, that opponent probably has cover against the character, too. With ranged weapons, however, it is easy to have better cover than the opponent. The Games Master may impose other penalties or restrictions on attacks depending on the details of the cover.

### Defence Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	+2 <sup>1</sup>
Defender prone	-4	+4 <sup>1</sup>
Defender stunned or cowering	-2 <sup>2</sup>	-2 <sup>2</sup>
Defender climbing	-2 <sup>2</sup>	-2 <sup>2</sup>
Defender flat-footed	+0 <sup>2</sup>	+0 <sup>2</sup>
Defender running	+0 <sup>2</sup>	+2 <sup>2</sup>
Defender grappling (attacker not)	+0 <sup>2</sup>	+0 <sup>3</sup>
Defender pinned	-4 <sup>4</sup>	+0 <sup>4</sup>
Defender helpless	+0 <sup>2</sup>	+0 <sup>2</sup>

(such as paralysed, sleeping, or bound)

Defender has cover ——— See Cover ———

Defender concealed or invisible — See Concealment —

1 May instead improve bonus to Defence granted by cover. See Cover, below.

2 The defender loses any Dexterity bonus to Defence.

3 Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defence.

4 Treat the defender's Dexterity as 0 (-5 modifier).

### Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender <sup>1</sup>	+2	—
Attacker on higher ground	+1	+0
Attacker prone	-4	-2
Attacker invisible	+2 <sup>3</sup>	+2 <sup>3</sup>

1 A character flanks a defender when he or she has an ally on the opposite side of the defender threatening the defender.

2 Some ranged weapons cannot be used while the attacker is prone.

3 The defender loses any Dexterity bonus to Defence.

## DEGREE OF COVER

Cover is assessed in subjective measurements of how much protection it offers. The Games Master determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of his or her body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

## COVER DEFENCE BONUS

The Cover table below gives the Defence bonuses for different degrees of cover. Add the relevant number to the character's Defence. This cover bonus overlaps (does not stack) with certain other bonuses.

## COVER REFLEX SAVE BONUS

The Cover table also gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.

## STRIKING THE COVER INSTEAD OF A MISSED TARGET

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the Games Master should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck.

This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defence of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defence or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his or her Dexterity bonus to Defence and/or his or her dodge bonus, if the character so desires.

## Cover

Degree of Cover (Examples)	Cover Bonus to DV	Reflex Saves
<i>One-quarter</i> (standing behind a 3-ft. high wall)	+2	+1
<i>One-half</i> (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
<i>Three-quarters</i> (peering around a corner or a big tree)	+7	+3
<i>Nine-tenths</i> (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4*
<i>Total</i> (on the other side of a solid wall)	—	—

\* Half damage if save is failed; no damage if successful.

## CONCEALMENT

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

## DEGREE OF CONCEALMENT

Concealment is subjectively measured as to how well concealed the defender is. Examples of what might qualify as concealment of various degrees are given in the Concealment table below. Concealment always depends on the point of view of the attacker.

## CONCEALMENT MISS CHANCE

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (Actually, it does not matter who makes the roll or whether it is rolled before or after the attack roll. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

## Concealment

Concealment (Example)	Miss Chance
One-quarter (light fog; light foliage)	10%
One-half (shadows; dense fog at 5 ft.)	20%
Three-quarters (dense foliage)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; and must guess target's location smoke grenade; dense fog at 10 ft.)	50%

## HELPLESS DEFENDERS

A helpless foe—one who is bound, sleeping, unconscious, or otherwise at the attacker's mercy—is an easy target. A character can sometimes approach a target who is unaware of his or her presence, get adjacent to the target, and treat him or her as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use his or her Dexterity bonus to Defence, then that target cannot be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing his or her back to a wall, or being able to make Spot checks, also precludes catching that target unaware and helpless.

## REGULAR ATTACK

A helpless defender has an effective Defence of  $5 +$  his or her size modifier. If a character is attacking with a ranged weapon and is not adjacent to the target, the character can use a full-round action to make the attack, and gain a  $+5$  bonus on the attack roll. If the character is attacking with a

melee weapon, or with a ranged weapon from an adjacent square, the character can use a full-round action to deliver a coup de grace.

## COUP DE GRACE

As a full-round action, a character can use a melee weapon to deliver a coup de grace to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character automatically hits and score a critical hit. If the defender survives the damage, he or she still must make a Fortitude save (DC  $10 +$  damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action. A character cannot deliver a coup de grace against a creature that is immune to critical hits.

## KNOCKOUT BLOW

As a full-round action, a character can make an unarmed attack or use a melee weapon that deals non-lethal damage to deliver a knockout blow to a helpless foe. A character can also use a melee weapon that deals lethal damage, but the character takes a  $-4$  penalty on any attempt to deal non-lethal damage with the weapon. The target has an effective Defence of  $5 +$  his or her size modifier. If the character hits, he or she automatically scores a critical hit (see Non-lethal Damage).

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action. A character cannot deliver a knockout blow against a creature that is immune to critical hits.

## SPECIAL INITIATIVE ACTIONS

Usually a character acts as soon as he or she can in combat, but sometimes a character wants to act later, at a better time, or in response to the actions of someone else. These are not common in the 'Shoot first, shoot often' world of Cybernet, but they are occasionally worthwhile.

## DELAY

By choosing to delay, the character takes no action and then acts normally at whatever point in the initiative count the character decides to act. When a character delays, he voluntarily reduces his initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the same round, the character can act normally. The character can specify this new initiative result or just wait until some time later in the round and act then, thus fixing the character's new initiative count at



that point. A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

## DELAYING LIMITS

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round. If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round.

## READY

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his or her action, taking the move action on the character's initiative count and the attack action at a later point. On the character's turn, he or she prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action. Readying does not provoke an attack of opportunity. (The character's move action, and the attack action he or she readies, may both provoke attacks of opportunity normally.)

## READYING AN ACTION

A character can ready an attack action or a move action. To do so, the character specifies the action he or she will take and the conditions under which the character will take it. Then, any time before the character's next action, the character may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his or her actions once the readied action is completed.

The character's initiative count changes. For the rest of the encounter, it is the count on which the character took the readied action, and the character acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5-foot step as part of his or her readied action, but only if the character didn't otherwise move any distance during the round.

If the character comes to his or her next action and has not yet performed the readied action, the character does not get to take the readied action (though the character can ready the same action again). If the character takes his or her readied action in the next round, before his or her regular turn comes up, the character's initiative count rises to that new point in the order of battle, and he or she does not get your regular action that round.

## SPECIAL ATTACKS

This section covers firearms, grappling, explosives, attacking objects, and an assortment of other special attacks. Cybergear special attacks either qualify as one of these (such as arm cannons) or have unique rules given with the item itself in the Cyberware chapter.

## AID ANOTHER

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in melee combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against a Defence Value of 10. If the character succeeds, he or she does not actually damage the opponent—but the character's friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defence against that opponent (aiding character's choice) on the friend's next turn.

## FIREARMS

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one



target. The Personal Firearms Proficiency feat allows a character to make this sort of attack without penalty. If a character is not proficient in personal firearms, he or she takes a -4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character does not have those feats, he or she can still fire more than one bullet—but the extra bullets do not have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity. Because of the weapon's unwieldy shape and size, an attacker using a rifle takes a -4 penalty on attacks against adjacent opponents.

## AUTOFIRE

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defence of 10. (If the character does not have the Advanced Firearms Proficiency feat, he or she takes a -4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take

the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it is treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted. Some firearms—particularly machine guns—only have autofire settings and cannot normally fire single shots.

## GRENADES AND EXPLOSIVES

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them. Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

## THROWN EXPLOSIVES

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

### Roll on d8

### Location Struck

1	upper left corner, one square beyond target
2	upper right corner, one square beyond target
3	upper right corner, one square right of target
4	lower right corner, one square right of target
5	lower right corner, one square short of target
6	lower left corner, one square short of target
7	lower left corner, one square left of target
8	upper left corner, one square left of target

For ranges of up to five range increments (31 to 50 feet), roll 1d12.

### Roll on d12

### Location Struck

1	upper left corner, two squares beyond target
2	upper right corner, two squares beyond target
3	upper right corner, one square beyond and right of target
4	upper right corner, two squares right of target
5	lower right corner, two squares right of target
6	lower right corner, one square short and right of target
7	lower right corner, two squares short of target
8	lower left corner, two squares short of target
9	lower left corner, one square short and left of target
10	lower left corner, two squares left of target
11	upper left corner, two squares left of target
12	upper left corner, one square beyond and left of target

### Roll on d4

### Corner of targeted square

1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

If the target square is more than one range increment away, make an attack roll. The square has an effective Defence of 10. Thrown weapons require no weapon proficiency, so a character does not take the -4 non-proficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the

tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8.

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

## PLANTED EXPLOSIVES

A planted explosive is set in place through the use of the Demolitions skill, with some kind of timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off. When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

## SPLASH WEAPONS

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters do not take the -4 non-proficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.

A character can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature. If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 5 feet.

## ATTACK AN OBJECT

Sometimes a character needs to attack or break an object. These rules are also used to determine what happens to large pieces of cyberwear that get struck with attacks specifically intended to damage them.

## STRIKE AN OBJECT

Objects are easier to hit than characters because they usually do not move, but many are tough enough to shrug off some damage from each blow. Object Defence and Bonuses to Attack: Objects are harder or easier to hit

depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base Defence of objects is shown on the Size and Defence of Objects table.

## Size and Defence of Objects

Size (Example)	Defence
Colossal (jetliner)	-3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.

An object being held, carried, or worn has a Defence equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defence. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it. (If a character has the Sunder feat, he or she does not incur an attack of opportunity for making the attempt.)

*Hardness:* Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

*Hit Points:* An object's hit point total depends on what it is made of or how big it is (see the Substance Hardness and Hit Points and the Object Hardness and Hit Points tables below).

## Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

## Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
<i>Lock</i>			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35
Ultrahigh security	20	150	40

### Manufactured objects\*

Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30

\* Figures for manufactured objects are minimum values. The Games Master may adjust these upward to account for objects with more strength and durability.

*Energy Attacks:* Acid and sonic attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

*Ineffective Weapons:* The Games Master may determine that certain weapons just cannot deal damage effectively to certain objects.

*Immunities:* Objects are immune to non-lethal damage and to critical hits.

*Saving Throws:* Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

## BREAKING OBJECTS

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material. If an object has lost half or more of its hit points, the DC to break it decreases by 2.

## REPAIRING OBJECTS

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the object's hit points. There are certain situations where repairing a specific item works in other ways; these exceptions are part of the item's description when applicable.

## BULL RUSH

A character can attempt a bull rush as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character does not get a 5-foot step before, during, or after the bull rush attempt. When the character bull rushes, he or she attempts to push an opponent straight back instead of attacking the opponent. A character can only bull rush an opponent who is one size category larger than the character, the same size, or smaller.

### Initiating a Bull Rush

First, the character moves into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens the character, probably including the target.

Second, the character and the target make opposed Strength checks. If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The character gets a +2 bonus if he or she was charging. The target gets a +4 stability bonus if he or she has more than two legs or is otherwise exceptionally stable.

### Bull Rush Results

If the character beats the target's Strength check, the character pushes the opponent back 5 feet. The character can push the target back an additional 5 feet for every 5 points by which the character exceeded the target's check result, provided the character moves with the target. A character cannot, however, exceed his or her normal movement for that action. (The target provokes attacks



of opportunity if moved. So does the character, if he or she moves with the target. The target and the character do not provoke attacks of opportunity from each other as a result of this movement.)

If the character fails to beat the target's Strength check, the character moves 5 feet straight back to where the character was before the character moved into the opponents square. If that square is occupied, the character falls prone in the square.

## OVERRUN

A character can attempt an overrun as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character does not get a 5-foot step before, during, or after the overrun attempt. With an overrun, the character attempts to move through an opponents area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action.

First, the character must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).

Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character, the character keeps moving. (A character can always move through a square occupied by someone who lets the character by.) If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his or her opponent, the character can continue his or her movement as normal.

If the character fails and is tripped in turn, the character falls prone in the target's square. If the character fails but are not tripped, the character has to move 5 feet back the way he or she came, ending his or her movement there. If that square is occupied, the character falls prone in the square.

## TRIP

A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size, or smaller.

### Making a Trip Attack

Make an unarmed melee touch attack against the target. Doing this incurs an attack of opportunity from the target as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his or her check if he or she has more than two legs or is otherwise exceptionally stable. If the character wins, he or she trips the target. If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character.

### Being Tripped (Prone)

A tripped character is prone (see the Defence Modifiers table). Standing up from a prone position is a move action, as listed above.

### Tripping with a Weapon

Some weapons, such as the chain and the whip, can be used to make trip attacks. A character does not incur an attack of opportunity when doing so. If the character is tripped during his or her own trip attempt, the character can drop the weapon to avoid being tripped.

## DISARM

As a melee attack, a character may attempt to disarm his or her opponent. If the character does so with a weapon, he or she knocks the opponent's weapon out of his or her hands and to the ground. If the character attempt the disarm while unarmed, the character ends up with the weapon in his or her hand.

If a character is attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

- > Step One: The character provokes an attack of opportunity from the target he or she is trying to disarm.
- > Step Two: The character and the target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he or she gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.
- > Step Three: If the character beats the target's attack roll, the target is disarmed. If the character attempted the disarm action unarmed, he or she now has the weapon. If the character was armed, the target's weapon is on the ground at the target's feet.

If the character fails the disarm attempt, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If the opponent fails to disarm, the character does not get a free disarm attempt against the opponent.

## RANGED WEAPONS

To disarm an opponent wielding a ranged weapon, the character makes a melee attack or unarmed attack to strike the weapon in the opponent's hand (see Attack an Object). If the weapon is held in two hands, it gets a +2 bonus to its Defence. If the character's attack succeeds, the ranged weapon falls to the ground or winds up in the character's hands (if the character made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if the character fails, the target does not get to make a disarm attempt against him or her.

Disarming an opponent by using a ranged weapon is only possible if the character doing so possesses the Improved Disarm feat.

## GRABBING OBJECTS

A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt (see above), except for the following.

*Attack of Opportunity:* If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.

*Modifiers:* If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.

*Failed Attempts:* Failing an attempt to grab an object does not allow the target to attempt to disarm the character.

## GRAPPLE

Grappling means wrestling and struggling hand-to-hand. When most people carrying guns and blades in the cyberpunk genre, grappling can be a dangerous proposition, but it can be a useful combat option in certain cases where normal methods of assault may not be advisable or possible. There are three stages to grappling: grabbing, holding, and pinning.

*Grabbing:* Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him or her, the character does not actually start a grapple. However, sometimes all a character wants to do is grab the target.

*Holding:* Once a character has established a hold, he or she is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character cannot get a hold on any creature more than two size categories larger than the character. (However, such a creature can get a hold on the character—so while a character cannot initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.)

*Pinning:* Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.

## Grapple Checks

When a character is involved in a grapple, he or she will need to make opposed grapple checks against an opponent—often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:

*Base attack bonus + Strength modifier + grapple modifier*

## GRAPPLE MODIFIER

A creature's size works in its favour when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from the Grapple Modifiers table below.

## Grapple Modifiers

Size (Example)	Grapple Modifier
Colossal (blue whale [90 ft. long])	+16
Gargantuan (grey whale [40 ft. long])	+12
Huge (elephant)	+8
Large (lion)	+4
Medium-size (human)	+0
Small (German shepherd)	-4
Tiny (housecat)	-8
Diminutive (rat)	-12
Fine (horsefly)	-16

## Starting a Grapple

To start a grapple, a character first needs to grab and hold his or her target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he or she can attempt to start

a grapple multiple times (at successively lower base attack bonuses). Follow these steps.

- > Step One: Attack of Opportunity: A character provokes an attack of opportunity from the target he or she is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step two.
- > Step Two-Grab: The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to step 3.
- > Step Three-Hold: Make an opposed grapple check. (This is a free action.) If the character succeeds, the character has started the grapple, and deals damage to the target as if with an unarmed strike. If the character loses, he or she fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that's all he or she wants to do).
- > Step Four-Maintain the Grapple: To maintain the grapple for later rounds, the character must move into the target's square. (This movement is

free and does not count as part of the character's movement for the round movement.) Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the target. The character and the target are now grappling.

If the character cannot move into the target's square, the character cannot maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1.

### Grappling Consequences

While a character is grappling, his or her ability to attack others and defend him or herself is limited.

*No Threatened Squares:* A character does not threaten any squares while grappling.

*No Dexterity Bonus:* A character loses his or her Dexterity bonus to Defence (if the character has one) against opponents the character is not grappling. (The character can still use it against opponents he or she is grappling.)

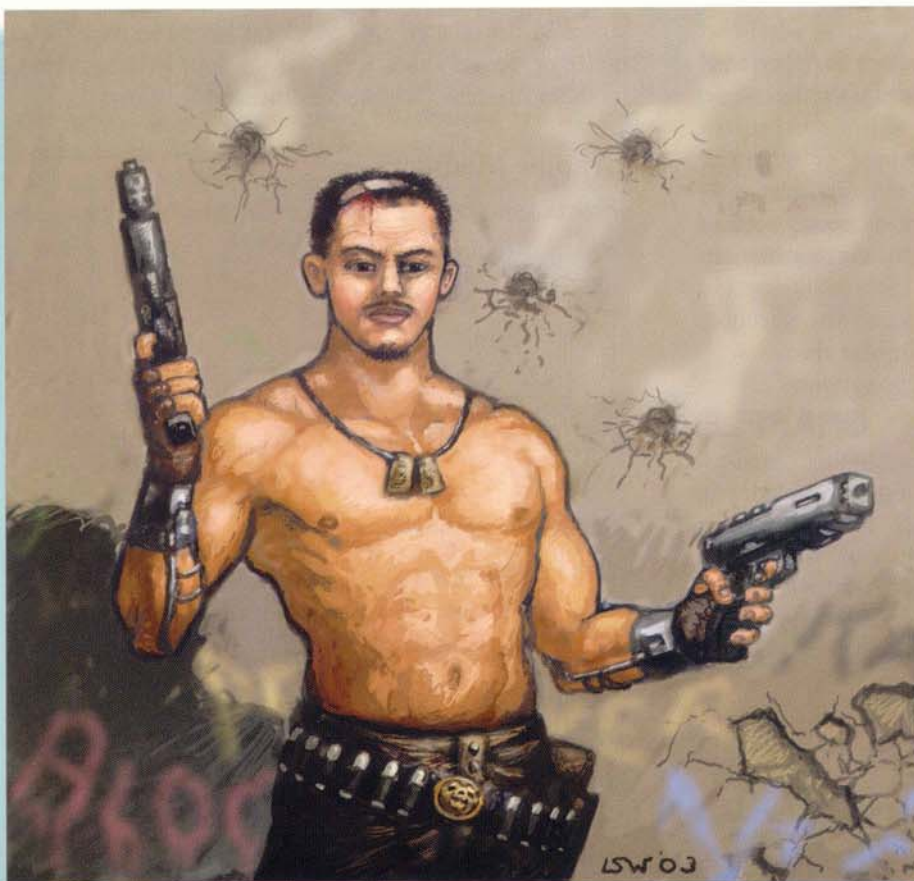
*No Movement:* A character cannot move while held in a grapple.

### If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he or she can attempt any of several actions on his or her turn. Unless otherwise noted, each of these options is equivalent to an attack. (If the character normally gets more than one attack per attack action, he or she can attempt as many of these options as he or she has attacks available, using his or her successively lower attack bonus for each roll.) The character is limited to these options only; he or she cannot take any other actions.

*Damage the Opponent:* Make an opposed grapple check; if the character succeeds, he or she deals damage as with an unarmed strike.

*Pin:* Make an opposed grapple check; if the character succeeds, he or she holds the opponent immobile for 1 round. The opponent takes a -4 penalty to Defence against all attacks from other people (but not from the character); however, the opponent is not considered helpless. A



character cannot use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first. A pinned character cannot take any action except to attempt to escape from the pin.

*Escape from Grapple:* Make an opposed grapple check. If the character succeeds, he or she can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. (Opponents do not have to try to hold a character if they do not want to.)

Alternatively, the character can make an Escape Artist check opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks. If the character has not used his or her move action for the round, the character may do so after escaping the grapple.

*Escape from Pin:* Make an opposed grapple check. If the character succeeds, he or she can escape from being pinned. (Opponents do not have to try to keep the character pinned if they do not want to.) The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

*Break Another's Pin:* Make an opposed grapple check; if the character succeeds, he or she can break the hold that an opponent has over an ally.

*Draw a Light Weapon:* A character can draw a light weapon as a move action.

*Attack with a Light Weapon:* A character can attack with a light weapon while grappling (but not while pinned or pinning). A character cannot attack with two weapons while grappling.

### If the Character is Pinned

When an opponent has pinned the character, he or she is held immobile (but not helpless) for 1 round. (the character cannot attempt any other action.) On the character's turn, he or she can attempt to escape from the pin. If the character succeeds, he or she is still grappling.

### Joining a Grapple

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target does not get an attack of opportunity against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed grapple check.

### Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures; and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, a character's grapple check must beat the check results of all opponents.



## VEHICLE RULES: MOVEMENT AND COMBAT

For simply travelling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armoured vehicles, and aircraft. In the world of Cybernet, characters will most likely use these rules during car chases, one of the most exciting action scenes that can occur during game play.

### CHARACTERS IN VEHICLES

A character in a vehicle fills one of several possible roles, which determines what the character can do.

**Driver:** The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

**Co-pilot:** A co-pilot can help the driver by taking an aid another action. The co-pilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the co-pilot with an attack action each round to do something else. A vehicle can have only one co-pilot at a time.

**Gunner:** Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

**Passenger:** All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

### SCALE

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

**Character Scale:** Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet.

In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description. When moving a vehicle, count the squares

from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the location of the weapon. In character scale, more than one ground vehicle cannot occupy the same square.

**Chase Scale:** In chase scale, each square of the grid represents 50 feet.

In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

### VEHICLE SIZES

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, manoeuvre modifier, and Defence. The size modifier is already included in the vehicle statistics on the Vehicles table below.

#### Vehicle Sizes

Vehicle Size	Size Modifier	Examples
Colossal	-8	Yacht, semi with trailer
Gargantuan	-4	Tank, limousine
Huge	-2	Luxury car, SUV, armoured car
Large	-1	Economy car, Harley Davidson
Medium-size	+0	Racing bike, dirt bike

### FACING AND FIRING ARCS

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is travelling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can be mounted to fire in one of four directions—forward, aft (rear), right, or left—or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction.

For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description. All hardpoints as purchased under the Vehicles section of the Equipment chapter are directional and have a single firing arc; turrets must be purchased at an additional expense.

## Vehicle Speeds and Modifiers

Speed Category	Character Scale		Chase Scale		Defence Modifier	Check/Roll Modifier
	Movement <sup>1</sup>	Turn Number <sup>2</sup>	Movement <sup>1</sup>	Turn Number <sup>2</sup>		
Stationary <sup>3</sup>	0	—	0	—	+0	—
Alley speed	1–20	1	1–2	1	+0	+0
Street speed	21–50	2	3–5	1	+1	–1
Highway speed	51–150	4	6–15	2	+2	–2
All-out	151+	8	16+	2	+4	–4

1 The number of squares a vehicle can move at this speed.

2 The number of squares a vehicle must move at this speed before making a turn.

3 A stationary vehicle cannot move or manoeuvre.

## GETTING STARTED

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies. There are remote ways to set up cars; these would be considered electronic devices of simple complexity (moderate if they are coded to prevent use by others) for the purpose of construction. Using these can be combined with the first move action to enter a vehicle as a single action, allowing the character to take a separate standard action if desired.

## INITIATIVE

There are two options for determining initiative in vehicle combat. First, is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform manoeuvres. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

## VEHICLE SPEED

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see the Vehicle Speeds and Modifiers table for more). Each round, a vehicle moves according to its current speed category.

## DECLARING SPEED

At the beginning of his or her action, a driver must declare his or her speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed in the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

*Stationary:* The vehicle is motionless.

*Alley Speed:* This speed is used for safely manoeuvring a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.

*Street Speed:* The vehicle is travelling at a moderate speed, up to about 35 miles per hour.

*Highway Speed:* The vehicle is moving at a typical highway speed, from about 35 to 80 miles per hour.

*All-Out:* The vehicle is travelling extremely fast, more than 80 miles per hour.

## MOVING

On his or her action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category. Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category). Every vehicle has a top speed, included in its statistics on Table: Vehicles. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed.

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

## THE EFFECTS OF SPEED

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control and attack from. As shown on the Vehicle Speeds and Modifiers table, when a vehicle travels at street speed or faster, it gains a bonus to Defence. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle—including Drive checks to control the vehicle and attacks made from it.

## DRIVING A VEHICLE

Driving a vehicle is a move action, taken by the vehicle's driver. During his or her move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt manoeuvres to change the vehicle's course or speed. These manoeuvres can be attempted at any point along the vehicle's route. The driver can choose to use his or her attack action to attempt additional manoeuvres.

The two kinds of vehicle movement are simple manoeuvres and stunts.

*Simple Manoeuvres:* A simple manoeuvre, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he or she moves the vehicle. However, simple manoeuvres do cost movement—so a vehicle that makes a lot of simple manoeuvres will not get as far as one going in a straight line. Simple manoeuvres do not require the driver to make skill checks.

*Stunts:* Stunts are difficult and sometimes daring manoeuvres that enable a driver to change his or her vehicle's speed or heading more radically than a simple manoeuvre allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Drive checks.

## SIMPLE MANOEUVRES

During a vehicle's movement, the driver can perform any one of the following manoeuvres.

*45-Degree Turn:* Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

*Ram:* At character scale, a driver does not have to perform a manoeuvre to ram another vehicle—he or she only needs to drive his or her vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one vehicle can occupy the same square and not collide—so ramming another vehicle requires a simple manoeuvre. The driver moves his or her vehicle into the other vehicle's square and states that he or she is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15) to reduce the damage to both vehicles by half.

*Sideslip:* A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple manoeuvre, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

## STUNTS

Stunts are manoeuvres that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll

modifier from the Vehicle Speeds and Modifiers table above affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

*Avoid Hazard:* Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue moving. Structures simply cannot be avoided. Also, if a driver cannot make a check (if he or she has used all his or her actions for the round in performing other stunts), he or she automatically fails to avoid the hazard. In such cases, a collision occurs. The DC to avoid a hazard varies greatly with the nature of the hazard.

On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the driver to make a Drive check (DC 15) to retain control of the vehicle (see Losing Control). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Hazard	DC
Caltrops	15
Oil slick	15
<i>Object</i>	
Small (tire, light debris)	5
Medium-size (crate)	10
Large (pile of wreckage)	15
Structure	Cannot be avoided

*Bootleg Turn:* By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop. Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed. The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Facing Change	DC
45 degrees	5
90 degrees	10
135 degrees	15
180 degrees	20

**Dash:** With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he or she can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15. On a failed check, the vehicle does not change speed categories.

**Hard Brake:** With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he or she can drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15. On a failed check, the vehicle does not change speed categories. Make a Drive check (DC 15) to retain control (see Losing Control).

**Hard Turn:** A hard turn allows a vehicle to make a turn in a short distance without losing speed.

A hard turn functions like a 45-degree turn simple manoeuvre, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down). In the tangled back streets of the lower sprawl, hard turns happen all the time and any freelancer looking to drive with any skill in the megaplex should be ready to make them constantly.

The DC for a hard turn is 15. On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Drive check (DC 15) to retain control (see Losing Control).

**Jump:** A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category. On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Gap Width	DC
1–3 ft. (ditch)	15
4–8 ft. (culvert)	20
8–15 ft. (creek, small ravine)	25
16–25 ft. (narrow road, small pond)	35
26–40 ft. (wide road, small river)	45

Vehicle Speed Category	DC Modifier
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	–5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (Games Master's discretion), the vehicle might not be able to move.

**Sideswipe:** During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his or her vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, both vehicles take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the driver of the target vehicle can make a Reflex save (DC 15) to reduce



the damage to both vehicles by half of that result. The driver of the sideswiped vehicle must succeed at a Drive check (DC 15) at the beginning of his or her next action or lose control of the vehicle. The DC for a sideswipe is 15. It's modified by the relative size and speed of the target.

Target Condition	DC Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

## DRIVER OPTIONS

Here is what a vehicle driver can do in a single round:

*Choose the Vehicle's Speed:* The driver may increase or decrease his or her vehicle's speed category by one (or keep it the same).

*Optional Attack Action:* If the driver wants, he or she can use his or her attack action before moving the vehicle. If the driver does so, however, he or she will be limited to a single stunt during movement.

*Movement:* Move the vehicle any number of squares within the vehicle's speed category. Along the way, perform any number of simple manoeuvres (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver didn't take his or her attack action before moving).

*Optional Attack Action:* If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

## COLLISIONS AND RAMMING

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half.

### Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 45 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 45 degrees from the rear	x 1/2
A vehicle being sideswiped (see Sideswipe)	x 1/4

## RESOLVING COLLISIONS

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

### Collision Damage

Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's 'front' for determining the collision multiplier.) Consult the Collision Direction table for the appropriate multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

The driver of the vehicle that caused the collision must immediately make a Drive check (DC: 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (DC: 15) at the beginning of his or her next action or lose control of his or her vehicle.

## DAMAGE TO VEHICLE OCCUPANTS

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle. Each of the occupants may make a Reflex save (DC 15) to take half damage.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

## LOSING CONTROL

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from the Vehicle Speeds and Modifiers table applies to all Drive checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

*Spin:* The vehicle skids, spinning wildly.

At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly. At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

*Roll:* The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At chase scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to  $2d6 \times$  the turn number for its speed. The vehicle's occupants take

damage equal to  $2d4 \times$  the turn number for its speed (Reflex save, DC 15, for half damage).

## HIDE AND SEEK

When being pursued, a driver can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street. This is a common game between vehicles chasing each other in the sprawl; the combination of dark alleys and confusing streets makes the environment perfect for such things.

To make a Hide check, use the normal rules for hiding (see the Hide skill description). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are sizes Large or Huge, he or she gains a +8 bonus on the check. This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, the Games Master might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think he or she is going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a -5 penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple manoeuvres and does not have to make a Drive check, the Bluff attempt has no effect.

## FIGHTING FROM VEHICLES

The following rules provide a further framework for combat involving vehicles.

## VEHICLE COMBAT ACTIONS

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

*Free Actions:* Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the Games Master permits in a single round.

*Move Actions:* Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

*Attack Actions:* Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

*Full-Round Actions:* Since the driver must use a move action to control the vehicle, he or she can't take a full-round action unless he or she starts it in one round and completes it on his or her next turn (see Start/Complete Full-Round Action).

## CREW QUALITY

Rather than force the Games Master to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general 'crew quality' descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

The Vehicle Crew Quality table below shows the five levels of crew quality for Games Master-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew.

### Vehicle Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	-4	-2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

## ATTACK OPTIONS

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier. A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving. Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

*Driving Defensively:* Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defence and applies a -4 penalty on attack rolls made by occupants of the vehicle.

*Total Defence:* A driver can choose the total defence, action which grants a +4 dodge bonus to Defence but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

*Full Attack Action:* A driver cannot normally make a full attack, since controlling the vehicle requires a move action. Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

## TARGETING OCCUPANTS

An attack made against a vehicle uses the vehicle's Defence, modified by its speed category. Attackers can choose instead to target specific vehicle occupants. An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defence from both the vehicle's speed and any cover it provides.



## COVER

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target (see Cover). Each vehicle's description should include the level of cover it provides occupants. If it does not, use a similar vehicle for this information or assume that an open vehicle provides half cover and a close vehicle provides three-fourths cover (or better in the case of military vehicles).

## DAMAGING VEHICLES

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt. When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any manoeuvres except a 45-degree turn.

Unlike characters, vehicles don't 'die' when they reach -10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

*Energy Attacks:* Vehicles are treated as objects when subjected to energy attacks.

*Exploding Vehicles:* If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of damage to everyone within the vehicle (Reflex save, DC 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, DC 15, for half damage).

## REPAIRING DAMAGE

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

## UNUSUAL COMBAT SITUATIONS

There are any number of actions that can be taken in combat completely covered by the rules just presented, but inevitably, a Player is going to propose something that is not. The world of Cybernet is fast moving, highly technical, and conflicts in this setting tend to be won or lost through the ideas and actions of those involved, not the person with the biggest gun. The problem with clever combat ideas is that they are usually unique, which makes it very difficult to pattern them to the common battle options given in this chapter.

This is not as much of a difficulty as one might think. Games Masters are the ultimate controllers of their stories and their decisions are law. If an idea for an action does not match anything here, the Games Master's instincts usually suffice for the moment and an idea that gets used multiple times becomes a precedent. These form the basis for 'house rules', something every campaign develops over time. As long as everyone involved in the game is having fun playing and the rules apply equally to everyone, there is no such thing as a 'bad call'. The Games Master has both the privilege and the responsibility of being the ultimate arbiter during play, but he must act with impartiality or the spirit of fairness is lost.

### The Games Master's Best Friend: The Even/Odd Rule

When in doubt as a Games Master as to whether or not an action should work, try to match it to some other rule in this book. If there is no easy resolution and the factors regarding the action could go either way, grab any die and roll it. If the result is even, the action is a success. If the die comes up odd, the action fails. This is a simple, arbitrary, unbiased way to resolve differences of opinions in game as well. If a rules call is under dispute and nothing else seems to solve it, the even/odd check can provide resolution without favouring either side.

Even/odds can be extrapolated to handle problems with more than two sides just by summing up the various solutions, assigning a die face (or faces) to each in equal number, and rolling to determine which one will take precedent. Just be certain that all other options have been exhausted and that a random roll is the only way to determine the proper course of action first.

# FAME, FORTUNE, AND OTHER HAZARDS OF HAVING A LIFE

In the world of Cybernet, who you know and who knows you are just as important as how quick you are with a gun or a keyboard. The System functions by controlling information, and no information is more deadly than what an enemy can find out about you with a little research. At the same time, people you can count on when the police are at the door and corporate enforcers are en route to your location can mean the difference between another close call and a closed casket funeral. Contacts and reputation are valuable weapons in the dark future, both for and against you.

The other thing that makes the world of tomorrow go around is the same thing that does it today- money. The cyberpunk genre is run by the true definition of the Golden Rule. 'He who has the

gold, makes the rules.' Wealth defines the haves from the have-nots, and the well equipped from the naked and bleeding. Guns cost money, as does ammunition, and webcrawlers will not get very far into the Web trying to whistle modem tones into a phone line. While typical Player Characters will not likely ever be rich, they have to have enough to get by or their lives will be one long chain of thefts and running. Then again, that is not terribly far from the way their lives are likely to go in any case.

This chapter will help Games Masters and Players work out the effects of Reputation, Wealth, and the various Contacts that occur either during character creation or become part of a character's retinue over time. Player Characters in a Cybernet game should be both larger than life and outside the mainstream, the perfect combination to attract both devout friends and bitter enemies. The enemies tend to sort themselves out during gameplay; the friends usually take a little more work.

## REPUTATION

The Reputation score is used to determine whether another character (generally a Games Master controlled Non-Player Character, but other Players can use the score as well) recognises a character. Those who recognise the character are more likely to help the character or do what he or she asks, provided the reputation has a positive connotation. A negative connotation tends to induce fear and, while this can create a sense of urgent aid, it is usually less effective than help born out of respect. A high Reputation bonus also makes it difficult for the character to mask his or her identity.

Rip tapped Hellcat's link at the back of her neck. She was in the Web without her external chat window open again, which only left him this way of reaching her without a full unjack. Since she hated having her link wiggled but unplugging her could cause neural shock and potentially kill her, she would just have to cope with the neck tickle.

The screen in front of her distant-expressed face came up with an image of digital space and her deva. A gleaming red chrome tiger with starlight twinkling inside her long back stripes, Hellcat's chosen image in the Web was a little atypical of her kind. Most webcrawlers chose to make idealised versions of themselves, but Cat had never been one to follow protocol. That probably had something to do with why she was so popular in the Web. She was different; electron junkies loved things that were different.

'What do you want?' her system speaker blared at him. 'Cannot you see I am handling fan mail?' All around her, tiny envelopes were hovering around her feline head. One of them was much larger and open, the letter inside scrolling out of it at a slow rate.

'Well, I could,' he said loud enough for her body rig to pick up, 'if you'd left your screen open for me.'

'Oh, I turned it off again?' It was fun to watch a tiger pout. 'Sorry, Rip. I got distracted with all this mail. Being a celebrity is not what it's cracked up to be.'

Rip sighed. 'I wouldn't know, Cat, and I am happy that way. You can be a star. I'll just be the power behind the throne.' He grinned and waved a can of Zest cola under the woman's somnolent nose, knowing that in the Web, she would be able to smell it but would not be able to have one without coming out.

'Oh, you bastard. I thought we were outta Zest! Grrrr....' Then, the letter next to her head ended with a bright flash and became a tiny winged kitten, flying away. That was how Hellcat answered her mail; it was a style all her own. He would never admit it to her, but he enjoyed the way she handled herself in the Web, even if she did have to do it dodging her throng of admirers. 'So... what was it you wanted again?'

'You went immersive three hours ago to do a background check on Jet, remember?'

From the embarrassed look of a tiger with her head under massive crimson paws, he was guessing that she had not. Silly kitty...

Most of the time, a Player does not decide to use his or her character's reputation. The Games Master decides when a character's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the Games Master makes a Reputation check for a Games Master character who might be influenced in some fashion due to the character's fame or notoriety, as detailed below.

## FAME AND INFAMY

Most characters with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognises the character.

When a character has a positive opinion of a character's reputation, the character is considered to be famous by that character. Fame, when recognised, provides a bonus to certain Charisma-based skill checks.

When a character has a negative opinion of a character's reputation, the character is considered to be infamous by that character. Also, at the Games Master's option, a character might be considered infamous in certain situations due to events that have transpired in the campaign.

Infamy, when recognised, provides a penalty to certain Charisma-based skill checks.

## USING THE REPUTATION BONUS

Whenever the Games Master decides that a character's reputation can be a factor in an encounter, the Games Master makes a Reputation check (DC 25) for the Games Master character involved. A Reputation check is 1d20 + the character's Reputation bonus + the Games Master character's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, if the character would be well known in the field covered by the Knowledge skill.) Modifiers to the Reputation check depend on the character and the Games Master character in question, as shown below. Note that if the Games Master character has no possible way of recognising a character, then the Reputation check automatically fails.

If the Games Master's Non-Player Character succeeds at the Reputation check, he or she recognises the character. This provides a +4 bonus or a -4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

The Games Master must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character who does not know, or know of, the character cannot be influenced by his or her reputation.

Reputation Check Situation	Modifier
The character is famous, known far and wide with either a positive or negative connotation	+10
Non-Player Character is part of the character's professional or social group*	+5
The character has some small amount of fame or notoriety	+2
The character has a Wealth score higher than +30	+2

\* Games Master's prerogative as to whether or not this modifier applies.

## ALLEGIANCES

The allegiances system in Cybernet is a way for Players and Games Masters to keep track of who the Player Characters are friends with, who they have been doing business for, and who would dearly love to put several very large bullets in them. A character's allegiance can be a lifeline or a noose, depending on who he is, who his friends are, and how badly he has upset the wrong people.

A character may have as many allegiances as they wish. These allegiances are indications of what the character values in life, and may encompass people, organisations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people does not mean the character has to have that category as an allegiance. An allegiance is rated by Strength and can range from +1 to +3.

If the character acts in a way that is detrimental to his or her allegiance, the Games Master may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions. Allegiances are benefits that a Player Character must work to gain and work even harder to maintain. In general, most people in the world of Cybernet have no more than three allegiances active at any one time.

## PLEDGING ALLEGIANCE

A character's allegiance can take the form of loyalty to a person, to an organisation, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level. This limitation simulates the amount of time it can take for people to show their good faith and be accepted by a new group. All new allegiances have a Strength of +1 to begin with, but this can be modified as noted below.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 6 or higher in order to select allegiances. The Games Master is welcome to impose further limitations on allegiance membership; certain groups may be more stringent about their associations than others.

Maintaining an allegiance can be an expensive proposition, with characters expected to make donations to charitable organisations, attendance at social functions, and other menial costs that add up over time. Each allegiance costs a number of Wealth Points equal to the Strength of the allegiance. This cost is removed directly from the Player Character's total and

permanently reduces the Wealth score for as long as the character wishes to maintain the allegiance. A Player Character can choose at any time to reduce, increase, or altogether abandon a given allegiance. Doing this immediately returns or subtracts the appropriate amount of Wealth points from the character's total.

Allegiances include, but are not limited to, the following examples:

- > **Person or Group:** This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).
- > **Organisation:** This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.
- > **Nation:** This may or may not be the nation that the character currently resides in. It may be where the individual was born, or where the character resides after emigrating to a new home.
- > **Belief System:** This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.
- > **Ethical Philosophy:** This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honour tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favour new ideas and experiences, and behave in a subjective and open manner in dealings with others.
- > **Moral Philosophy:** This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

## ALLEGIANCES AND INFLUENCE

An allegiance can create an empathic bond with others of the same allegiance. With the Games Master's permission, the character gains a circumstance bonus equal to the Allegiance Strength (+1 to +3) on all Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

## ANTIPATHIES

Just as a person can establish an allegiance, the choices of a Player Character's life can create enemies with every desire to see that he fails, thwarted at every turn, or pays for his transgressions with his life. Antipathies are not just an

expression of irritation; they are a direct representation of a powerful organisation's wrath against the Player Character and should never be taken lightly.

Antipathies follow the same guidelines as Allegiances above, save that the character rarely selects them for himself. Instead, they occur during play and usually come from the same sorts of groups that can form Allegiances. Instead of a bonus to Charisma-based checks, an antipathy's Strength is subtracted from these same rolls and provides a background for Games Masters to make a Player Character's life miserable (though the Strength of the antipathy should be considered when determining what kinds of forces move against the character and how often).

A Player may select one Antipathy at character creation. The Strength of the antipathy (-1 to -3) is subtracted from the cost of any allegiance or allegiances the Player Character develops or selects during play to offset their Wealth cost. Antipathies that occur during game play do not do this; they are simply the consequence of making certain inflammatory decisions during the game. As always, the Games Master must determine what constitutes a suitable antipathy.

## CONTACTS

In addition to allegiances, a character may have direct contact with people that can aid him in his daily life. Some of these people provide their help as a service for which they are paid. Those are covered under the Purchase system below and are treated like basic commodities. Contacts are something altogether different. Instead of working for money or items, Contacts aid the Player Character out of a motivation that is desperately lacking in the dark world of Cybernet-loyalty. Contacts may be professional, friendship, or mutual acquaintance in nature, but they can all be counted on to work in the Player Character's interests long after a hireling would ride off into the sunset.

Cybernet character may gain contacts through their occupation, character class, or through a feat. Other contacts are acquired during game play. Regardless of how they are gained, all contacts follow the same rules. Immediately upon getting a new contact, the Player should record a few pertinent facts about him or her (name, how the contact is reached under normal circumstances, and other character details). The most important detail about a contact is their Contact Level, explained in more detail below.

Contacts can come from any walk of life. Some have character levels just like the Player Character, while others are Unclassed individuals with other ways to be helpful. Player Characters gain contacts either at character creation or during play. Contacts can either be purchased through permanent expenditures of Wealth (one point per point of Contact Level), or can occur by happy accident while interacting with Non Player Characters.

## MAKING A CONTACT CHECK

During game, whenever a Player Character wishes to use a Contact, he makes a Contact check. This is a Charisma ability

## Contact Level Contact Capabilities

1	Get the Player Character a free meal once in a while, repeat a common rumour.
2	Find a few rounds of ammunition, give the Player Character a floor to sleep on once.
3	Can acquire machine parts or set of specialised tools for the Player Character to borrow.
4	Will feed or clothe the Player Character whenever he needs it.
5	Will keep dangerously illicit goods for the Player Character, up to a month if necessary.
6	Would help with a robbery or break-in, if there was no chance of getting caught.
7	Can provide a dose or two of illegal drugs or high-scale medical services.
8	Keeps a gun, body armour, and a stack of cash for the Player Character at his residence.
9	Would enter combat at the Player Character's request, but not suicidally.
10	Help the Player Character hide a body, but will not be happy about it.
11	Will bail the Player Character out of jail or get him out of a tight spot, <i>once</i> .
12	Would break the law willingly for the good of the Player Character.
13	Can set the Player Character up with Beta-grade software of cybergear.
14	Open House; the contact's home is the Player Character's home... within reason.
15	Romantic Interest with influence, wealth, and power in either the Sprawl or the System.
16	Can set the Player Character up with Alpha-grade software of cybergear.
17	Will seek vengeance for any wrong done to the Player Character in their own way.
18	Would gladly be injured for or offer anything they owned to the Player Character.
19	Would give own life for the Player Character, if the situation demanded it.
20	Can call in an airstrike for the Player Character. Will vote in Parliament as desired.

\* This action reduces the contact's level by one. If this takes the contact below 11, this kind of action cannot be taken by that contact again.

check, modified by how many levels the Player Character has had the contact. Thus, long term contacts are often easier to reach for help than new ones. If a contact would qualify for the Player Character's allegiance bonus, this also added to the Contact check. Antipathies subtract from the check result. The DC for the check is the Contact Level of the contact in question, or 10, whichever is higher.

Contact checks can be re-tried, but as many hours must pass as the check was failed by between attempts, or two hours, whichever is less. This check is always failed on a natural 1 and succeeds on a natural 20, even if the total result would not do so.

## GAINING A CONTACT THROUGH INTERACTION

Whenever a Player Character rolls a natural 20 while using the Diplomacy, Perform, or Gather Information skills, there is a chance that someone he is interacting with will become a permanent contact because of his charismatic nature and force of personality. The specifics of who the Contact will be and what their Contact level will be is entirely up to the situation and the Games Master.

To determine if this spontaneous Contact occurs, the Games Master rerolls the Diplomacy, Perform, or Gather Information skill check. If the reroll on the skill check results in a successful check 5 points or more over the DC needed, a Non-Player Character affected by the check becomes a Contact. These contacts may not instantly identify themselves as such, and a Player Character

is never certain who has been made a contact until the new ally get in touch with them to offer their services.

## CONTACT LEVEL

This is an abstract number that roughly represents the abilities of a contact and their overall loyalty to the character. The table below summarises the potential of a contact by their level, and lets a Games Master determine just how useful the Contact can be. These are suggestions only, and any contact may be more or less effective than this chart suggests, depending on situation and identity.

## CONTACT DEVELOPMENT

Contacts change as a character grows. Every level that a Player Character carries his contacts over increases the chance that they can be called on during play (see Contact Checks above). In addition, a Contact's Level can be changed during play. Each level, a Player Character rolls a d6 for each contact. On a 1, the contact's Level decreases by 1 point. On a 6, the Level increases by 1 point. On any other result, i.e. a 2-5 on the d6, the contact's Level remains the same.

In addition, a contact can be increased directly through Wealth point expenditure. A contact's Level can be improved up to 3 points by paying the difference between the contact's base level and the new increased level in wealth points. No other expenditures can increase this Level; contacts can only be invested in so much.

For example, Rip has a 6<sup>th</sup> level Professional contact named 'Guns' Malloy. He decides to make Guns a little more useful to him by dropping some money and useful information his way. This costs Rip 3 wealth points, but now Malloy acts as a 9<sup>th</sup> level contact from that point on. Later on, when Rip gains his next level, he rolls a d6 for 'Guns' Malloy. The die comes up a 1 and Malloy loses a few important clients, dropping his Contact level to 8. That is life in the Sprawl for you.



## WEALTH AND PURCHASING

Every Cybernet character has a Wealth bonus that reflects his or her buying power—a composite of income, credit rating, and what meagre savings can be protected from the ravenous forces of the Sprawl and the totalitarian control of the System. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment and services for the character. In many ways, Wealth can be a character's most important statistic, opening doors and keeping others closed.

### Wealth Bonus

A newly created 1st-level character's Wealth bonus is +0 plus:

- > Wealth provided by the character's starting occupation.
- > Bonus from the Windfall feat, if taken.
- > 2d4 die roll. Alternately, a Games Master may assign a starting Wealth result in place of this die roll based on character background, though this number should not exceed 10 or be less than 1.
- > +1 for having 1 to 4 ranks in the Profession skill.

Over the course of play, the character's Wealth bonus will decrease as the character purchases expensive items and increase as the character gains levels. A character's Wealth bonus can never fall below +0, and there is no limit to how high the Wealth bonus can climb.

Since Wealth is an abstract concept, it is sometimes difficult to determine how financially well off a character is. To get a general sense of how financially solvent a character is at any given time, check the table below. Inflation and the effects of in-game events can seriously impact the real effect of these numbers, so they serve only as a general guideline.

Wealth Bonus	Financial Condition
+0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to +20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

### PURCHASING EQUIPMENT

Wealth checks are used to determine what characters can afford and what gear they might reasonably have access to. Every character has a Wealth bonus that reflects his or her buying power. Every object and service has a purchase DC. To purchase an object, make a Wealth check against the purchase DC.

### THE WEALTH CHECK

A Wealth check is a 1d20 roll plus a character's current Wealth bonus. The Wealth bonus is fluid. It increases as a character gains Wealth and decreases as the character makes purchases.

If the character succeeds on the Wealth check, the character gains the object. If the character fails, he or she cannot afford the object at the time.

If the character's current Wealth bonus is equal to or greater than the DC, the character automatically succeeds.

If the character successfully purchases an object or service with a purchase DC that's higher than his or her current Wealth bonus, the character's Wealth bonus decreases.

### SHOPPING AND TIME

Buying less common objects generally takes a number of hours equal to the purchase DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

### TAKING 10 AND TAKING 20 ON A PURCHASE CHECK

A character can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal. Also, there is a penalty for spending beyond a character's means. Whenever a character buys an object that has a purchase DC higher than his or her current Wealth bonus, the character's Wealth bonus decreases (see below).

### TRY AGAIN?

A character can try again if he or she fails a Wealth check, but not until the character has spent an additional number of hours shopping equal to the purchase DC of the object or service.

### AID ANOTHER WITH PURCHASE CHECKS

One other character can make an aid another attempt to help a character purchase an object or service. If the attempt is successful, that character provides the purchaser with a +2 bonus on his or her Wealth check. The character who provides the aid reduces his or her Wealth bonus by +1.

### LOSING WEALTH

Any time a character purchases an object or service with a purchase DC higher than his or her current Wealth bonus, or one with a purchase DC of 15 or higher, the character's Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is.

#### Object or Service Purchase DC

Object or Service Purchase DC	Wealth Bonus Decrease
15 or higher	1 point
1–10 points higher than current Wealth bonus	1 point
11–15 points higher than current Wealth bonus	1d6 points
16 or more points higher than current	2d6 points

Along with this loss, any time a character buys an object or service with a purchase DC of 15 or higher, the character reduces his or her current Wealth bonus by an additional 1 point. A character's Wealth bonus only goes down if he or she successfully buys an object or service. If the character attempts to buy something and the check fails, his or her Wealth bonus is unaffected.

#### Wealth Bonus of +0

A character's Wealth bonus can never decrease to less than +0. If a Player Character's Wealth bonus is +0, the character does not have the buying power to purchase any object or service that has a purchase DC of 10 or higher, and cannot take 10 or take 20.

#### REGAINING WEALTH

A character's Wealth bonus recovers as the character advances. Every time a character gains a new level, make a Profession check. (If the character has no ranks in the skill, this check is a Wisdom check.) The DC is equal to the character's current Wealth bonus. If the character succeeds, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the DC, he or she gains an additional +1 to his or her Wealth bonus.

Adventuring may also result in Player Characters finding valuable items or information that could potentially improve their wealth. In such cases, the benefit translates into a Wealth award. Use the rules below for Selling Items to determine how much of an increase a Player Character receives to his Wealth score, if any.

#### SELLING ITEMS OR INFORMATION

To sell something, a character first needs to determine its sale value. Assuming the object is undamaged and in working condition, the approximate sale value is equal to the object's Purchase DC (as if purchased new) minus 3.

Selling an object can provide an increase to a character's Wealth bonus. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase DC equal to the sale value.

Regardless of the character's current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character sells an object with a sale value of 15 or higher. If a character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing. No rolls can improve or decrease these numbers; they are a standard part of the Wealth and Purchase system.

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3.



# NARCOTICS AND CUSTOM DRUGS - BLISS BY THE DRAM

Drugs, in all of their hated and delightful forms, are an integral part of the cyberpunk genre. From third world drug czars founding megacorporations on the sale of their narcotics to soldiers in the field using their blood gates to pump dose after dose of Rage through their veins while they fight, the effect of basic and designer drugs cannot be denied. Some are useful for medical treatment, but many more are used by the dispossessed and the dysfunctional to either escape their dreary world or paint it red with the blood of their oppressors.

Just where drugs come from in a given campaign world is a matter for the Games Master to decide from game to game, but their effects and means of transmission are well documented in this chapter. Drugs are effectively treated in this text as poisons, with means of transmission, primary and secondary effects, and Fortitude saving throws listed in the same format. In addition, there are a couple of new rules to cover the addiction and withdrawal features that come with any high one gets from a bottle.

## CUSTOM DESIGN OR OVER THE COUNTER

There are two basic forms of drugs- those that have a medicinal effect, and thus can be acquired through the proper license structure and those that... do not. This chapter will likely be of more use to the Players interested in this latter category of drugs, so the majority of the text will deal with these. Medicinal drugs are for the most part handled under the Medical skill and assumed to be part of the skill usage, but there are a few chemicals intended for medicinal use that have other properties. Some of these are also listed for clever Player Characters who wish to see them used to their full potential.

The Craft skill can also be used to create medicines and other drugs. These can be mimicked over the counter medications, duplicates of prescription drugs, or entirely

new formulations from the character's imagination. This chapter will offer a basic system for Player Characters to use to craft designer drugs for use or sale on the black market. One word of warning- the drug cartels have a lot invested in their business and part-time operators tend to live very short, very messy lives.

A far safer way of acquiring drugs is to purchase them through any number of outlets. From Slick, the Jacker down the street with a car boot full of vials to a drive-thru house in the heart of the sprawl that distributes small wrapped parcels of whatever you like for enough creds, drugs can be obtained by anyone willing to look for them. Games Masters are encouraged to use Jacker and Connection special abilities and Gather Information checks liberally when Player Characters are searching for bliss by the dram.

## EXISTING DRUGS

The easiest way to work drugs of any kind into a campaign is to make extant formulas available to those with the money and desire to find them. This section lists several of the best



known drugs, legal and otherwise, that should exist in a typical Cybernet setting. Some of these are highly illegal and will get any character caught with them thrown into jail, but that is the price of living on the edge in the big city.

Drugs tend to be packaged as appropriate to their type. Powders are usually found in small jars or packets of neoplastic with pinch closed tops. Liquids are almost always in vials, though some are street packaged in 'sippers', straws that are heat sealed on either end. Pills can come in any kind of container, though bottles with screw top lids are common. A few esoteric drugs are suspended in a gaseous medium and require breathers of the kind used for asthma medication. These are almost always disposable, but a few high scale 'retailers' use rechargeable delivery systems and large tanks for their primary storage.

An existing drug is generally safer for everyone involved in its distribution, as it is too common to be easily traced. While individual formulations might vary, Rage is Rage no matter where you buy it and thus a captured sample of it cannot usually lead authorities (or rival manufacturers) to its point of creation. A dealer with a suitcase of Blind droppers is not necessarily associated with Juan Martone, the notorious 'Blood Baron of Barbados', just because he happens to be the largest dealer of Blind in the world.

Existing drugs are also not usually as rigorously enforced against as designer chemicals. While Rage can be a real problem for law enforcement and corporate security forces on the street, most agencies are more interested in devoting manpower and resources to stopping that new form of Nix in MegaPlex North that kills people after an hour of uncontrolled, psychotic behaviour. As such, dealers do not often draw the same level of heat as they would if they were carrying something more... exotic.

## MEDICAL DRUGS

Every chemical formulation in this section is based around or serves as a common medicinal drug. As such, they are all available with the appropriate licence or contacts and can be secured more easily and cheaply than something illicit. A character with the right credentials (real or faked) can carry these into all but the most security restricted areas, making them perfect for light use and covert application. Even characters who tend to favour heavy firepower over subtlety can usually see the value of a tranquillised guard over one that takes many loud gunshots to subdue.

## ADDICTION VALUE

The master drug chart (page 188) looks much like the Poisons table from the Skills chapter with three important additions. The first is an Addiction value. This is the Fortitude save that must be made every time a dose of the chemical is taken. Multiple doses in the same 24 hour period add +2 as a cumulative increase to the DC of this saving throw. Failure on this save causes addiction to the substance in question. Success staves off this fate, but every dose taken requires its own save. As a 1 always fails this check, prolonged usage will inevitably lead to addiction.

Once a character is addicted to a substance, he no longer needs to make further Addiction saving throws. Instead, he

must make this same save (at the DC of the Addiction save he failed) every 24 hours he goes without taking another dose. These doses have the usual effect of the drug in question, but they also serve to string his addiction along. A character can choose to take a half dose as a way of staving off his addiction more cheaply, but the dose has no effect other than warding off the daily saving throw.

If a character fails this secondary saving throw, he will dedicate himself to attempting to get a dose of the drug in question. Within reason, he will do anything to secure a dose, including lie, cheat, steal, or even kill if it is in his nature to do so. After two full days without a dose of the drug, this behaviour worsens until the character will stop at nothing to achieve a 'fix'. The Games Master can mitigate this forced Player Character behaviour as he sees fit, but addiction is no light matter.

While a character is seeking a fix after 24 hours of abstinence, or if he tries to force himself to break the addiction at any time, he suffers a detrimental effect called withdrawal. Withdrawal is dealt with in greater detail below.

## WITHDRAWAL

The second new entry on the Drug charts is Withdrawal. This is listed as two entries- an effect, and a saving throw. A character can suffer withdrawal for two reasons; he is either attempting to wean himself off the drug or he has gone more than 24 hours without a fix of it. Breaking an addiction is covered more thoroughly below, but the effect listed under withdrawal occurs during the entire process.

For characters suffering withdrawal because of a missed dose of their addicted drug, the effect can be staved off with a successful Fortitude saving throw against the listed DC. This save must be repeated every hour until it either applies to the character in full or he receives a dose (not a half dose) of his chosen drug. Withdrawal effects apply, once they occur, until the character either gets a full dose of his given drug or decides to ride the effect out and try to break his addiction.

Every 24 hours that an applied withdrawal effect continues, the character must make another saving throw against the Withdrawal DC or suffer the effect again cumulatively. Every 24 that pass without either an attempt to shake the addiction or a new dose of the drug forces another saving throw. If these are failed enough times, it is certainly possible for a particularly bad withdrawal to turn fatal. Withdrawal effects vanish at one set of effects per dose of the drug taken, so a character must take multiple doses consecutively or over time to shake a withdrawal that has run the course of several days. This can be very dangerous - see Overdosing for details.

## BREAKING AN ADDICTION

Eventually, a drug addiction is likely to become too expensive or too dangerous to maintain. A character can, at any time, make a Will saving throw against the DC of the Addiction save he originally failed to become addicted in the first place. If failed, the character cannot gather the willpower to break his addiction. This roll can be aided, but only by characters with the Medical (psychology) skill or friends and family members the character cares about. No more than a +4 bonus can be derived in this

way; only so much moral support can be given. Only one attempt at this save can be made in a 24 hour period, and it receives a +2 bonus if the character is currently undergoing withdrawal.

If the Will saving throw is successful, the character can attempt to break his or her addiction. He immediately begins to suffer withdrawal with no benefit of a saving throw to avoid its effects. If he is already suffering any level of withdrawal, it occurs again cumulatively. Thus, the decision to quit a drug can be very dangerous and even life threatening. The character must then endure 24 hours of withdrawal before the next step occurs. If another save is required because of an ongoing withdrawal effect, it must be failed voluntarily.

24 hours after the decision to break the addiction is made, the character may make a Fortitude save against the drug's standard DC +5. A failed save applies the drug's withdrawal effects against the character immediately without any form of saving throw. This saving throw's DC is affected by the below table's modifiers, factoring in all that apply:

A character can always choose to stop the breaking process by taking a dose of the addicted drug, but this carries penalties of its own. Every time this is done, the dosage required to achieve the same results as before is doubled. This can lead to an expensive and dangerous habit spiral, as the number of doses that lead to an overdose *does not change*. For some drugs, this means that two or three failed attempts to throw off an addiction can lead to a situation where a character is trapped between trying to break free of its grip and needing a potentially fatal dose just to satisfy his craving.

## OVERDOSING

Welcome to the glamorous world of drugs. If you thought trying to deal with an addiction was ugly, wait until you read about an overdose. Each drug is designed to have a given effect on most people through a set amount of chemical. Characters who vary from this set amount risk having too much of the chemical racing through their systems. A light overdose may just be an inconvenience, but in massive quantities, even a mild drug can turn lethal.

The third new entry on the drug charts (page 190) lists the number of doses that can be taken in a 24-hour period without causing an Overdose check. This Fortitude check is made against the DC listed and is increased by 2 for every dose

beyond the safe level taken each day. If a dose is taken in the same day as an Overdose check has already been made, a new one at the increased value must be made. This can lead to a chain of checks where a character foolishly or desperately takes dose after dose in a short period of time. Up to four doses of any drug can be combined and taken at once; this only causes one Overdose check at a single (presumably high) DC.

Doses beyond the safe level listed have no game effect except to cause the character to make an Overdose check. A successful check just means the character feels ill but has no direct game effect. A failed check inflicts the highest possible value of the drug's withdrawal effect to occur immediately (all variables, such as dice rolls, are treated as their highest values). In addition, if the withdrawal does not inflict Constitution damage, an Overdose causes 1d2 points of temporary Constitution loss.

Any character that suffers more points of Constitution loss due to an overdose than his or her character level must make an immediate Fortitude save (using his currently reduced Constitution modifier) at a DC of 15 or lapse into unconsciousness until roused by medical help (Medical DC: 15 to awaken). This can make an overdose in a hostile area very dangerous indeed.

No matter how good a character's Fortitude saving throw is, exceeding twice the safe number of doses automatically fails the Overdose saving throw and forces the character to suffer the effects of doing so. This also forces the character to make the unconsciousness saving throw as noted above with an additional -2 penalty.

## COMBINING DIFFERENT DRUGS

This can be done, but it is very hazardous. A character can have as many different drugs in his system at once as his base, unaugmented Constitution modifier. If this value is not positive, the character cannot benefit from multiple drugs simultaneously. Every drug beyond the first in a character's system reduces his hit point total by 5 while they are in operation (even if he can benefit from them all at the same time). It is possible to kill a character with too many simultaneous drug doses in this way.

While multiple drugs are operating in a character's system, there is a 5% chance per additional dose of the character suffering 1d6 damage from the strain. This ignores all Damage Reduction and must be rerolled every minute until the character goes below 0 hit points and passes out or the drugs run their course. This

damage cannot kill a character; the user stabilises automatically and will not take a character below 0 hit points. Of course, additional damage from other sources could kill the character as normal, and if the character goes below 0 hit points from normal damage and then this check occurs while he is stabilising or dying, well... those are the risks of drug abuse.

Condition	Addiction Break DC Modifier
Every three months spent addicted	+1
Character became voluntarily addicted	+1
Character has used the drug during combat or sex	+2
Any contact with the drug or a known dealer of the drug in question	+2
Each person, up to four, supporting the character's attempt to quit the drug	-1
Every previously failed breaking saving throw during this attempt	-1
Each time the character has failed an Overdose saving throw for this drug	-1
Undergoing long term medical care for the duration of the attempt	-2
If prolonged withdrawal could directly kill the character	-2

## SO WHY DO DRUGS AT ALL?

In the violent setting of Cybernet, drugs are very dangerous but when compared to bullets, hunter/killer cyborgs in the employ of the megacorps, and the crushing despair of an increasingly cold and mechanised world, they can make for a viable alternative to standing still and getting shot. Drugs can provide short term bonuses and abilities that a character could not otherwise obtain. Sure, there are risks, but nothing in the dark future comes free. With that kind of choice facing a given character, it is not surprising that some seek the edge that only comes from a needle.

Many characters are also trained to accept drugs as a normal part of life. Most jackers and sprawl dwellers consider drug use just one more facet of their existence- as natural as eating or sleeping. Combat veterans from the world's innumerable brutal territorial wars are literally trained to take drugs as part of their basic regimen. Many are even cybernetically modified to handle the side-effects better and to disseminate the drugs into their systems faster. People built to take drugs rarely question whether they should.

From the viewpoint of the System, some drugs are not just unworthy of scrutiny, they are preferred to people not taking them at all. Narcotics like Bliss and Nappers keep the populace quiet and in line; they become easy prey to anything the megacorporations and governments of the world wish to do to them. It is only the violence inducing drugs that need to be controlled. Not eradicated, mind you, but merely controlled is how the System prefers it. After all, drugs that make people into more efficient killers can be considered commodities and the System is in the business of gathering commodities, not destroying them.

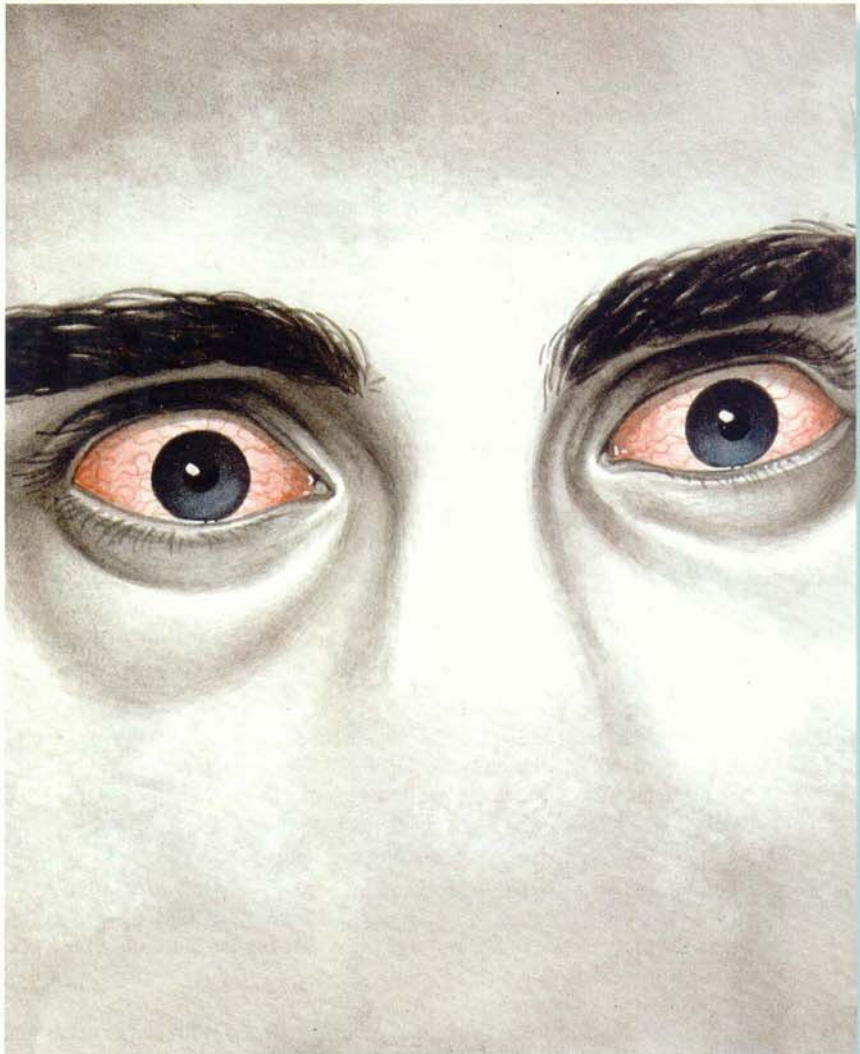
Ultimately, the choice of using a drug comes down to a character level. Some Player Characters will want to 'stay straight', avoiding any possible use of drugs like the plague it can be. Others will seek out the joy, the escape, or the deadly advantages a drug can provide. There is no right or wrong in this equation; each character gets to make his own decision and live with the consequences.

For the charts below, keep the following in mind. Primary effects occur the round after the drug is taken. The secondary effects only occur if the character fails a Fortitude save against the drug or voluntarily gives up the chance to save. Secondary effects kick in 1 to 4 rounds (1d4 random roll, made for each dose) after the primary effect takes place. Only character who 'suffer' the secondary effect must make an addiction save, whether through voluntary failure of the initial save or not.

Secondary effects that mimic the drug's primary effect supersede it; they do not

stack. Thus, a character under the full effect of a dose of Deadman only gains 10 extra temporary hit points, not 15. All statistic and hit point bonuses that occur from drugs are temporary and disappear when the drug's duration runs out. If the drug grants hit points, these are lost first to damage and do not get subtracted from the character's real hit point total when the drug wears off. The exception to this is hit points gained from a Constitution increase; the same number of hit points gains from this increase are lost when the drug wears off. If the character has suffered any damage, this can be dangerous or fatal.

Multiple doses only serve to extend the duration of an existing dose by half the dose's normal duration. Watch the drug's maximum number of safe doses in a 24 hour period as listed in the Overdose column. If a character takes three doses of Addle, the effects of that drug will last 2 hours (one hour for the first dose, plus .5 hours for each extra dose). Since a character can take four doses of Addle every 24 hours 'safely', no overdose check has to be made. All drugs have a one-hour down time after their duration expires. During this time, any extra dose of that drug only has half its usual duration. If the above character took a fourth dose of Addle fifteen minutes after the previous three wore off, it would only last half an hour.



### The Master Drug Chart

Drug	Type	Save DC	Initial Effect	Secondary Effect and Duration	Addition	Withdrawal	Overdose	Purchase DC	Restriction	Craft DC	Time
Addle	Inhaled	15	+1 to Will Saves	+2 to Will saves, 1 hour	15	-1d3 Int, 18	4, 16 DC	9	Illegal (+4)	18	4 hr.
Blind	Drops	18	None	Immunity to light attacks, 2 hours	16	-1d2 Wis, 15	3, 15 DC	10	Illegal (+4)	19	2 hr.
Bliss	Injected	13	-2 to Will	Immunity to Subdual, 2 hours	18	-1d4 Int, 16	3, 17 DC	6	Illegal (+4)	18	2 hr.
Chloroform	Inhaled	17	Sleep 1d3 hours	-	8	-1 Wis, 15	6, 14 DC	9	Lic (+1)	24	4 hr.
Crimson	Injected	12	+1 to attack rolls	+2 to attack rolls, 1 hour	19	-1d2 Con, 18	3, 18 DC	12	Mil (+3)	25	4 hr.
Deadman Dust	Injected	15	+5 HP	+10 HP, 4 hours	15	-1 Con, 20	3, 18 DC	12	Illegal (+4)	24	7 hr.
Dust	Ingested	18	+1 to skill checks	+2 to skill checks, 2 hours	18	-1d2 Con, 16	4, 17 DC	12	Illegal (+4)	26	8 hr.
Eager B	Inhaled	17	+2 to Initiative	+4 to initiative checks, 1 hour	17	-1d2 Dex, 18	5, 15 DC	9	Mil (+3)	24	4 hr.
FrenZ	Injected	19	+2 melee damage*	+4 melee damage, 1 hour	17	-1d2 Str and Con, 17	3, DC 17	11	Mil (+3)	28	2 hr.
Furball	Injected	16	+2 Intelligence	+4 Intelligence, -2 Wisdom, 2 hours	16	-1d3 Int, 20	6, DC 15	12	Illegal (+4)	26	15 hr.
Hellfire	Injected	18	+2 Constitution	+4 Constitution, 2 hours	20	-1d4 Con, 16	3, DC 14	14	Illegal (+4)	28	24 hr.
Ice	Drops	17	+2 Will	Immune to Will saves**, 4 hours	18	-1d3 Con, 21	4, DC 18	12	Mil (+3)	27	4 hr.
Killer 5	Inhaled	18	+1 to melee attack and damage*	All melee critical threats confirm, 1 hour.	19	-1d6 Con, 14	2, DC 20	18	Mil (+3)	26	8 hr.
Marvey	Injected	17	Enforced good mood	Cannot initiate combat, 4 hours	15	-1d4 Int and Wis, 15	5, DC 14	12	Illegal (+4)	20	8 hr.
Nappers	Ingested	16	Sleep, 1 round	Sleep, 1d6 hours	9	Sleep for 1d8 hours, 15	6, DC 13	8	Lic (+1)	18	14 hr.
Nix	Inhaled	20	DR 2	DR 5, stacks with all others, 1 hour	20	-3 permanent hit points, 18	3, DC 19	15	Mil (+3)	24	15 hr.
Open EyeZ	Injected	11	Awakens	Immune to sleep, 8 hours	15	-1d2 Int, 20	4, DC 13	12	Lic (+1)	22	6 hr.
Rage	Injected	12	+2 Strength & Dexterity	+4 to Strength and Dexterity, 1 hour	20	-1 permanent Con, 20	2, DC 20	15	Mil (+3)	29	5 hr.
Sampson	Inhaled	19	+2 Strength	+4 Strength, x1.5 lift, 1 hour	20	-1 permanent Str, 18	3, DC 19	13	Illegal (+4)	27	4 hr.
Thor-X	Injected	16	Immunity to pain	-5 damage from grapples, 2 hours	18	-1 permanent Dex, 16	3, DC 17	12	Illegal (+4)	25	3 hr.
Tranquilizers	Injected	15	Various, see text	Various, see text	12	-1 Dex and Int, 12	Various, see text	9	Lic (+1)	Varies	4 hr.
Uberz	Ingested	22	Immunity to Subdual	DR 3, +2 Con, 2 hours	20	-1d3 Con, Str, and Dex, 18	2, DC 19	16	Illegal (+4)	25	48 hr.
Ultra-Violence	Injected	20	+1 melee damage*	1 extra partial action, ½ hour	19	-1d6 Dex, 17	1, DC 22	15	Mil (+3)	30	20 hr.
Zippers	Ingested	18	+10 move	+20 move, 2 hours	18	-1d4 Int, 15	3, DC 18	12	Illegal (+4)	26	11 hr.

# Drugs with a Restriction code of Mil (+3) are often used by the militaries of the world, while those marked Lic (+1) are available to medical and other trained personnel.

\* This also applies to unarmed damage.

\*\* This character automatically succeeds at any non-drug related Will save he needs to make while the drug is active in his system. This also makes the character immune to all Fear effects.

**A Note About Quantities:** Because of the uncertain nature of purchasing illicit drugs, the Purchase DC of each item in this chart has a variable amount associated with it. Drugs with a Lic (+1) can always be obtained at the listed Purchase DC for 10 doses. Military (+3) drugs are a little harder to get; the Purchase DC gets a character 4+1d6 doses. Fully illegal drugs are hard to score in any dependable quantity; a character gets 1d10 doses every time they pay the Purchase DC for the drug. At the Games Master's option, successful use of contacts or class abilities can alter these numbers.

## A TAILORED HIGH - MAKING NEW DRUGS

The basic system for making new drugs is based off the Craft (chemical) skill, but drugs are a great deal more complicated than poisons or other substances. To get the precise effects desired, side effects must be accepted into the mix or the complexity of the formula quickly outstrips the capabilities of even the most advanced synthetic science. For every high, there is a low, it would seem.

In many cases, the side effects are also desirable. An addictive drug is one that ensures a continuing market- just the thing for a start up business looking for return customers. If withdrawal is acute and painful, clients will go to great lengths to secure new doses, which rolls over into greater profits and a constant source of revenue for those in charge of the drug's production and distribution. Even the art of escapism is, along the bottom line, nothing more than a facet of the System.

Without going into unnecessary detail, Games Masters and Players can create new drugs by using the chart above as a basis for comparison. If a drug is intended to have a hybrid effect between more than one of those offered on the chart, simply hybrid the drawbacks to arrive at a suitable Craft DC and Purchase price. Withdrawal and Overdose values should also be a mix, with things balanced out to both the Player and the Games Master's satisfaction. New formulas should be recorded but never depended on, as drug experimentation is never an exact science and formulas have a way of changing between iterations.

As a general rule, new formulations should always have a slightly higher crafting time and Purchase DC than comparable drugs from the chart above. Also, unless the formula is being manufactured by a legitimate corporation or military contractor, the new drug will always have a Restriction code of Illegal (+4). Other factors depend on the intended effects of the narcotic.

For example, Doctor Blow runs a drug lab in the worse part of Dregstown, an industrial nightmare in the heart of Megaplex One. He is looking to tailor a new drug to keep his enforcers hyped up and on the ball while they are working for him. He also knows

that a chemical leash around his employee's proverbial necks is a great way to ensure loyalty. He decides to tailor a new batch of Rage with some of the 'wake up' and combat properties of both Open EyeZ and Killer 5.

This is going to be a tough drug. Diluting the original batch of Rage will drop the benefits down to no bonuses for an initial batch and a +2 to Strength and Dexterity for the secondary effect. To this, he adds in the awakening and sleep immunity of Open Eyez, but for only two hours instead of eight. From the Killer 5 formula, he takes the +1 to all melee attacks and damage rolls. There is not enough 'room' in the mix for Killer 5's secondary effect at all, but he is able to extend every effect in the new drug for a two hour duration.

Of course, this does not come for free. He has to keep the worst of the drawbacks and increase them slightly to make up for his tampering. His new formula will be marginally more addictive than Rage with the same withdrawal effect as Killer 5. Because Killer 5 and Open EyeZ are not nearly as hard to make as Rage, this new formula will be somewhat easier to manufacture as well. The end result of Doctor Blow's experimentation is subject to Game's Master approval, but might look something like the below table.

As can be seen by this process, making new drugs is very freeform and subject to a great deal of interaction between the Player and the Games Master for details and specifics. A Games Master is always free to impose his own system on the making of narcotics of any kind, but the process should be fair and equitable on all sides. If a super drug emerges in the campaign world, there should always be a way to manufacture it that is reproducible by the Player Characters, assuming they have the resources to do so.

## DRUG DESCRIPTIONS

**Addle:** The street kid's drug of choice, Addle is cheap, easy to use, and its breather can be hidden in a pocket or belt pack easily. Each use makes a character bolder, more confident, and extremely sure of himself. This is how the user perceives the effect. Others see an Addle user as clumsy, indecisive, and difficult to understand- hence the name. These side effects are much more pronounced on Addle users who try to break their addiction or take too much at once.

**Blind:** Blind tends to come in small squeeze bottles with cup shaped tops. These are pressed against the eye and deliver a liquid dose against the retina by bathing it in a compound solution. Named for its momentary blinding effect, it freezes the cornea and retina in place and makes it impossible for the eye to contract when exposed to bright light. This also causes a prismatic 'rainbow' effect around any lit surface. Regular users profess that this effect makes life more interesting and that only while using Blind can they see the world as it should be.

### Sample Tailored Drug

Drug	Type	Save DC	Initial Effect	Secondary Effect and Duration	Addiction	Withdrawal	Overdose	Purchase DC	Restriction #	Craft DC	Time
Rage	Injected	12	Awakens	+2 to Strength and Dexterity, +1 to melee attacks and damage, 2 hour	21	-1d6 Con, 14	2, DC 20	16	Illegal (+4)	27	6 hr.



**Bliss:** Bliss is a generic name for hundreds of different narcotics with the same euphoric effects. People who take bliss tend to be very peaceful and relaxed with a marked resistance to pain. Those few who take Bliss and then engage in any kind of combat are usually far crueller than normal, as they have no way to understand the pain there are causing others and have little regard for consequences.

**Chloroform:** A medical chemical, some gunners in the sprawl use chloroform to deal with obstacles they would rather not shoot or blow up. People who succumb to chloroform tend to wake up after a dose of it with a serious headache that lasts about an hour. During this headache, the pain (unless it is mitigated with another drug) inflicts a -1 to all skill checks and attack rolls. A successful Concentration check (DC 20) can mitigate this penalty completely, but the skill must be used every round or the pain returns.

**Crimson:** Called Crimson because of its side effect of opening all the capillaries in the human eye (causing it to turn completely red while the dose is in effect), this drug heightens aggression and improves the co-ordination of the user at a severe drain on his physical reserves. Overdoses and withdrawal can be fatal as the drug seeps into the tissues of the body and can erode it from the inside out if a slight dose is not maintained at all times. Crimson is very addictive, with most users becoming hooked after one dose.

**Deadman:** This drug gets its name from the numb sensation that overcomes its users, leading them to feel like they are the walking dead. Entire street gangs exist in some megaplexes, hooked on Deadman and acting like zombies whenever they are riding their drug's intense high. People on Deadman usually have a hard time stringing together a coherent sentence, but their increased endurance and resiliency usually means they are not doing a lot of talking in the first place.

**Dust:** Dust is a concentration drug, firing the neural synapses and allowing access to memories and training thought lost in the recesses of the user's mind. This increases a character's cognitive functions temporarily and makes everything he or she does more successful. It is popular among webcrawlers and doctors, though the latter are usually more aware of its dangerous drawbacks.

**Eager B:** A speed derivative for the modern age, Eager B accelerates the user's nervous system and makes him or her more reactive to the surroundings. This makes the character visibly jumpy and skittish, but the improved reaction times are often worth the 'jitters' the drug causes.

**FrenZ:** A harsh variant of Eager B that can tear apart the nervous system of an unprepared user, FrenZ drives its users' bodies so hard, they strike harder and fight with an almost feral amount of enthusiasm. Earning its name in hundreds of bloody street incidents every year, FrenZ is a ganger's drug of choice across the globe.

**Furball:** Named for an archaic warfare term involving dozens of aircraft flying in tight combat formations against each other, this describes the mental feel of what Furball does to a user's thought processes. Characters on a dose of Furball feel as though their thoughts are moving at lightspeed and can make rational deductions far faster than they could without it. Addicts and people on stronger dosages tend to lose track of the real world while operating under its effects and can often be easily manipulated.

**Hellfire:** This drug hurts all the way down, as its addicts tend to say. An acid-derived form of PCP with a healthy dose of designed neuro-stimulants, Hellfire makes its users feel like they are on fire and opens their sense up to a world of input that is mostly real but partially comes from subconscious hallucinations. A character on Hellfire can endure incredible amounts of punishment, though people who push themselves too far often expire messily when their dosage runs out.

**Ice:** Named for the calm, almost 'icy' exterior that its users exhibit while on a dose of it, Ice shuts down the character's emotional centres and makes his mind entirely logical and rational for as long as it is in his system. Though it can lead to extended periods of sociopathic behaviour, Ice is a very effective combat drug and is often distributed to battle troops before entry to dangerous and terrifying drop zones.

**Killer 5:** The latest iteration of what some call the 'psycho drug', Killer 5 builds on Ice and makes its user cold and rational. What sets it apart is the low, inexplicable urge to kill that comes along with this detachment and the biological stimulants that cut through the users body and allow for incredibly telling blows in melee combat. Some militaries have found Killer 5 addicts too unpredictable to use as front line troops, but most world governments have set aside such concerns in favour of the drug's lethal results.

**Marvey:** Users of Marvey usually just stare at the walls of whatever room they were in when they took it. These addicts sometimes waste away unless people feed and bathe them, as the drug can promote a complete schizoid break from reality after enough doses. Dealing with Marvey cases is usually the work of medical professionals, and those who must do so see first hand that the joy and pretty colours this drug offers are hardly worth the physical wreckage that results from its use.

**Nappers:** A highly potent sleep drug, Nappers are used by corporate executives and sprawl slummers alike for its ability to give rest to the restless regardless of medical conditions or stress. Though it is hard to become addicted to Nappers, some still do. Fortunately, Nappers are inexpensive and the withdrawal effects of coming down off of them are very slight.

**Nix:** A deadly drug that makes Deadman feel like one's foot falling asleep, Nix causes the user to lose all connection to the sensations of his or her body. Once on Nix, a character can shrug off minor damage with no apparent effect because he literally cannot feel the blow. This is not the same of not

getting injured, and a person on Nix can be operating apparently normally with large wounds on his body, but the drug pushes the user into acts of massive stamina for as long as it lasts. Medical attention is highly recommended after the dosage wears off.

**Open EyeZ:** Open EyeZ is the street name for a medical formulation that counters most sleep agents and can sometimes even rouse comatose patients in clinical conditions. Used by non-medical personnel because of its awakening effects, it simulates massive doses of caffeine or similar chemicals.

**Rage:** Rage is the single most common combat drug used by the militaries of the Cyberpunk genre. Its use makes a character strong and fast, though its withdrawal and overdose side effects can be nasty if not monitored closely. Most fighting forces tend to consider Rage-dosing soldiers to be deniable and disposable assets, dropping them into hostile situations before risking more valuable personnel.

**Sampson:** A cheaper version of Rage used more commonly on the streets, the formulation of Sampson is close enough to Rage that addicts of the former can stave off their withdrawal effects by using this drug instead. Not as effective at amplifying the user's speed, it does enhance strength for roughly as long as Rage does and allows a user to exert that strength more effectively.

**Thor-X:** A medically refined version of Thorazine commonly available on the street, Thor-X leaves a user feeling virtually nothing at all. The euphoric buzz that Thor-X instills sometimes leaves its users very supple and relaxed, making it a common drug in situations where users normally have to worry about pain and discomfort. In other words, it is one of the most commonly used drugs in the many sprawls of the Cybernet world.

**Tranquillisers:** Tranquillisers come in hundreds of shapes and sizes, each one with a slightly different effect. The Games Master is encouraged to vary the effects of Chloroform slightly for each type of tranquilliser he wishes to introduce into the campaign. Some forms are injectable and use a pistol or rifle with the same statistics as any firearm of those kinds the Games Master wishes to assign. Others are a gas and can be distributed by grenade in that same manner as tear gas. Games Masters are encouraged to be creative in the many forms of tranquillisers that may emerge in their campaigns.

**Ubers:** A drug that has only recently surfaced in the dark world of the future, Ubers are a collection of pills all designed to be taken at once. When swallowed, the dissolve in moments and go to work on the muscles and nerve endings of the user. A character on Ubers feels little pain, gains a sense of megalomaniacal superiority, and can sustain wounds that would kill a normal man. Because of these effects, more people die in Uber-related incidents than every other form of combat drug combined.

**Ultra-Violence:** An accelerated form of FrenZ, Ultra-Violence stimulates the nervous system of the user so much, it can impart blinding reaction speeds and near instantaneous movement. This effect is not compatible with the effects of any form of speed-enhancing cyberware; a character cannot gain more than one extra partial action in a given round, regardless of its source. Ultra-Violence users are rapidly gaining on Uberz addicts for the title of 'most incredibly stupid deaths each year' award.

**Zipperz:** By reducing the effects of Ultra-Violence and tailoring it to a slight pain ameliorative, this drug is an running athlete's dream. It increases the speed at which a character can move by making it impossible for a user to feel fatigue in his lower extremities and enhancing his neural processing slightly. Zipperz cannot increase the movement speed of a character with one or more cyberlegs, as they depend on a musculature to be effective.



NARCOTICS

# CYBERGEAR - THE EDGE INSIDE

It starts small. Two tiny pieces of polymer and metal embedded in the soft tissues of your ear and throat that gives you the ability to hear and send communications without a cellular phone or comlink. Then field work makes it advantageous for you to replace one eye with a micronised camera and telescoping lens. The ability to archive and recall visual and auditory input convinces you to install a small recording processor in your skull. None of this is terribly invasive and aside from a Nikonics logo on your cornea, no one can tell you even have cyberwear.

Then, a firefight leaves you with enough holes in your arm to strain pasta with. It cannot be saved and you lose it at the shoulder during surgery. You have enough in your e-bank to afford a well crafted cyberlimb and walk out of the hospital with a strong, brushed gun-metal arm. Combat has become a part of your life, so you implant a targeter in the limb and run the wiring

to your spine and cybereye so you can use it. A few fights later costs you the other eye, so it gets replaced as well.

By the time you have seen a year's worth of action trying to make your own way in the Sprawl, you have gone through a dozen more surgeries, replaced most of your nervous system with fast leads and microprocessors, and specialised pumps outnumber your flesh and blood organs two to one. Sometimes, you wake up in the morning and it takes you an hour to begin feeling much of anything. You start to refer your body as 'meat' and you spend time each day shopping for upgrades to yourself. You wonder if you could be a little bit faster if you replaced your legs with a pair of turbine-piston constructs. Once in a while, you look at other people and wonder how they can stand to keep living without metal inside them.

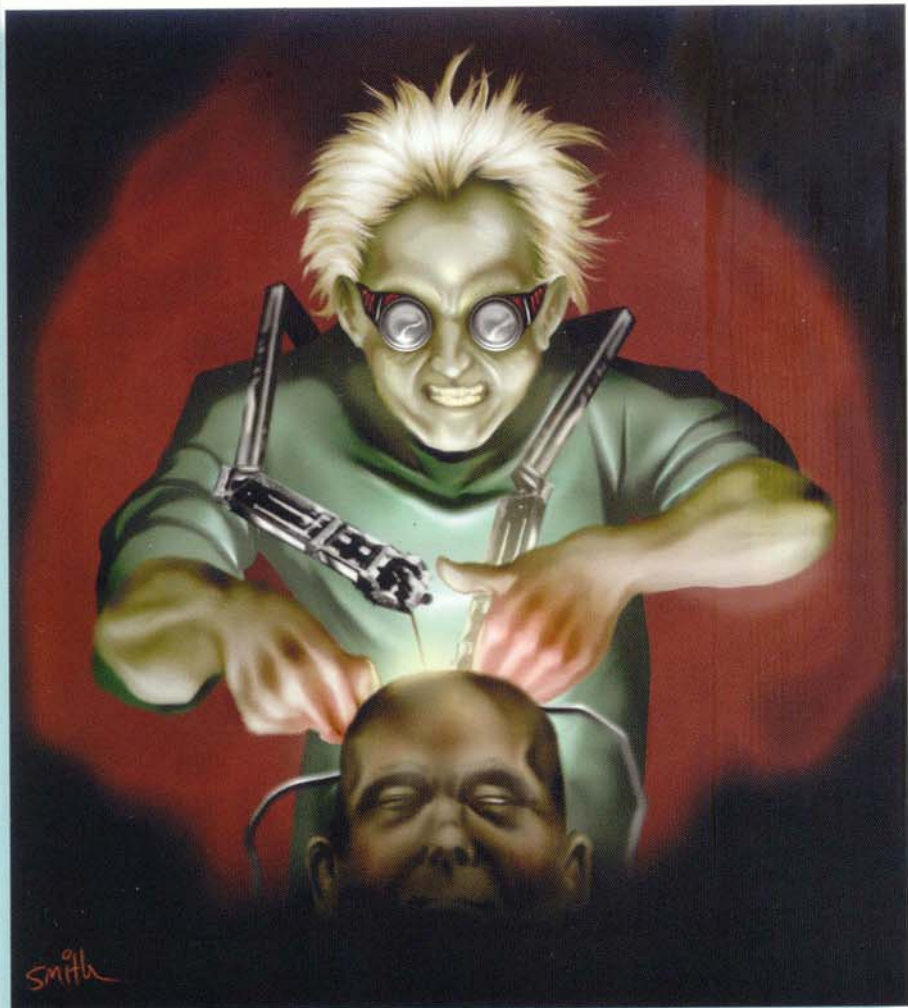
That is the reality of cybergear in the dark future of the cyberpunk genre. The same miracles of biotechnology and engineering that saves lives and restores mobility to the crippled can take a normal man and turn him into a dispassionate killing machine. Player characters walk a fine line between improvement and detachment. When technology begins to invade the human body, it becomes a matter of mass and time before people become more machine than man.

The concept of cyberotechnology in this game centres around three key details; equipment, installation, and psychology.

Installation is very difficult, requiring meticulous surgery at the hands of a medical expert to stand any chance of integrating the technology with a living host. The equipment itself is much easier; cybergear can be purchased, stole, or 'harvested' from willing or not so willing donors.

Despite that complication, installation is not the hardest thing to deal with where cyberware is concerned. A person can only handle so much metal inside them before it begins to affect their personality. The loss of their bodies, piece by piece, begins to erode even the most centred of people. This exhibits itself in different ways, with reactions as varied as catatonia all the way to raving homicidal mania. Some blame the fragile nature of the human psyche, while others look to a more spiritual explanation for the madness. Whether it is the mind or the soul that suddenly snaps, the psychological effects of cybernetic psychosis can not be denied.

Still, the advantages of mechanical efficiency over the body's more mundane abilities are very appealing. The strength of steel in relation to bone leads those seeking any edge they can find to give up pieces of their humanity in a dangerous quest to become the best in their league or to rise above it into



another. The lure of cybergear also cannot be denied, leading to a duality on the subject. Hate it or adore it, the machine inside is a part of the future that blurs the defining line of what it means to be human.

## Equipment

Machines and metal, computers and components, cybergear comes in all shapes and sizes. From full metal arms that attach at the spine to microchips smaller than a grain of sand, these items can make all the difference in a gunfight or while running through the Web. Characters with cybergear can often perform better than those without, but they do so at the cost of their bodies and their minds. Some eschew becoming 'cyber' all together, preferring to retain their humanity and hone their skills through hard work and discipline.

Cyberwear in the *Cybernet* game is divided into three categories; limbs, body mods, and skillwear. Limbs are any replacement or augmentation of a character's limbs, including extra limbs attached to the body in some way. Body mods are organs, muscle replacements, and anything that supplements the functions of the body or introduces new ones. Skillwear modifies the way the body and mind reacts in given situations and can provide enhanced skills in a variety of fields from combat to mathematics.

What is given here is a basic description of each component and any pertinent rules governing its use. Specific data, such as the DCs involved in installing and purchasing each item, are given in the master *Cybergear* chart at the end of this section. Other relevant information (such as the difficulties of surgery) can be found in the Skills chapter or elsewhere in this book.

## LIMBS

Once, paralysis or the loss of a limb was a debilitating injury at best and immobility at worst. With the advent of automated prosthetics, people who would have been confined to a wheelchair or left with limited mobility could walk and manipulate the world around them once again. The proliferation of cyberlimbs has gone far past simple replacement of lost limbs now, leading to combat efficient models and modifications for many different tasks. From power-lifting arms used in construction to surgery suite equipped hands bearing scalpels

and sutures, cyberlimbs have redefined how professionals operate.

## ARMS

Replacing lost arms or taken on in favour of functioning ones, cyberarms can enhance strength, mount additional weapons, guide artificial hands through complex tasks, and grant their users abilities they could never do unaugmented. While most would consider a character who exchanged their arms for gears and servo motors crazy, the benefit of doing so can outweigh the cost for those dedicated or desperate enough to do so.

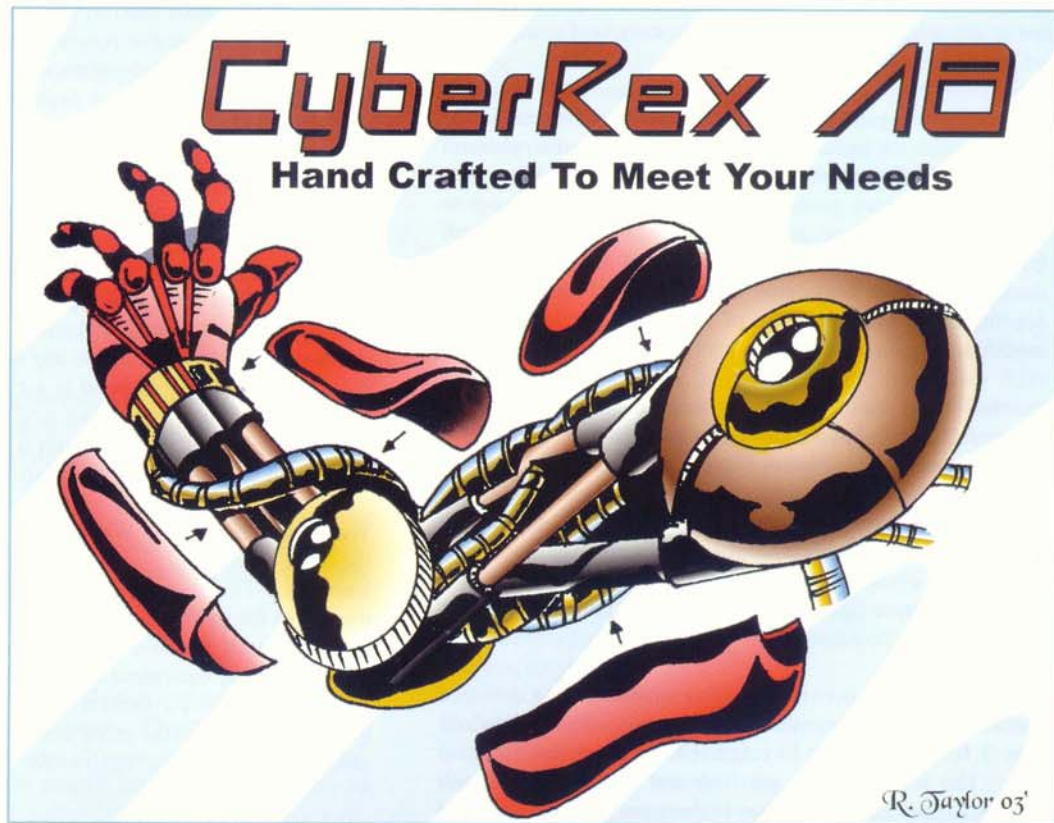
### Basic Cyber Arm

This is a set of metal and ceramic alloy pistons driven by internal motors and pneumatic pressure. A cyberarm includes a simple cybernetic hand with four fingers and an opposable thumb linked to the character's spine and motor control centres in the brain. The only advantage a basic cyberlimb possesses is its hardness rating against attacks that strike it; in all other respects, a basic cyber arm acts as a normal arm and uses the bearer's own Strength and Dexterity scores when appropriate.

A cyberarm can only handle options of its own grade or lower. Thus, a Delta grade default cyberarm can only have Delta or Gamma grade improvements.

### Cyber Arm Options

**Armour:** Armour chosen for a cyberarm improves its Hardness and can be purchased by the point. The different grades of armour determine the Hardness increase offered by this option. Only Alpha and Beta grade armour can be combined with the



CYBERGEAR

Syntheflesh option; the other two grades are simply too bulky to be covered in any realistic fashion.

**Crushing Grip:** This option makes the hand and arm more powerful than a standard cyberarm, allowing the user to exert fantastic pressure on a held object or opponent. The amount of improved crushing power granted by this improvement varies with the option grade, but its practical game effect is to add a variable bonus to both Grapple checks and damage exerted in a grapple. The bonus damage added by the Crushing Grip option is always lethal, regardless of the user's intent.

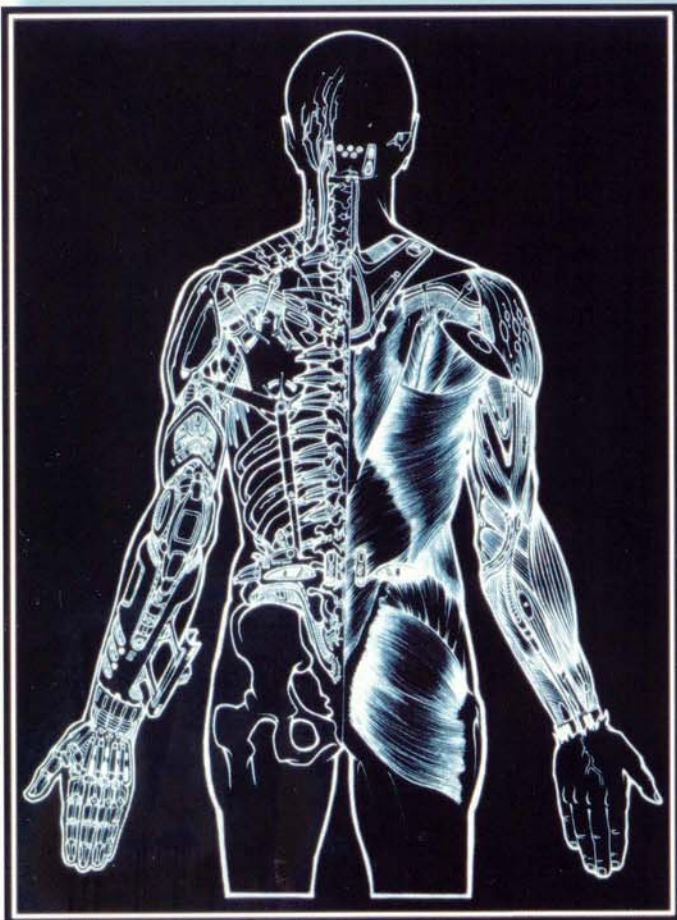
**Holster:** A keyed set of a grips and pistons housed in a hollow compartment large enough to hold any Small or smaller weapon or item of equipment, a cyberarm can mount a single internal holster for every size category the augmented character is over Small. Thus, a Medium character with a pair of cyberarms can have one holster built into each of them. The benefit of these holsters is in speed and concealment. The item contained can be accessed as if the character had the Quick Draw feat once per round and any Search check made to find the holster has a DC of 22 (this DC improves as per the grade of the modification). If a holster cyberarm is equipped with syntheflesh, the flesh must be repaired after each use with a Medical check (DC: 15) and one hour of work before it regains its bonus.

**Lifters:** An enhanced set of servos and pneumatic pistons built into the load bearing structures of a cyberarm, this modification is usually made to industrial grade cyberware. The combined enhanced Strength of a set of lifters allows the bearer to lift, drag, and push far greater weight than they normally could. Lifters include a small amount of reinforcement along the spine, allowing them to support their own tremendous strength. The enhancement granted by lifters applies to lifting and hauling, not to any other aspect of the Strength score, and is dependent on grade.

**Punching:** The punching modification is a mechanical device that augments the pistons and punching surfaces of a cyberarm and hand. Often combined with a reinforced striking plate across the knuckles, punching modifications grant bonuses to the bearer's attack and damage rolls when fighting unarmed. Unless the user has a Martial Arts related feat, his unarmed damage is always considered normal, nor subdual, when he benefits from even one point of the bonus provided by this modification.

**Syntheflesh:** A synthetic covering that mimics real flesh down to hair follicles and pores, this bio-organic covering even heals minor wounds through internal cell mitosis and growth. Used to disguise cyberware and lessen the psychological impact of having such items replace parts of the human body, syntheflesh is a very common modification for cyberlimbs. The bonus Self points given by syntheflesh grafting can only counter losses; they cannot raise the Self score above its normal maximum value.

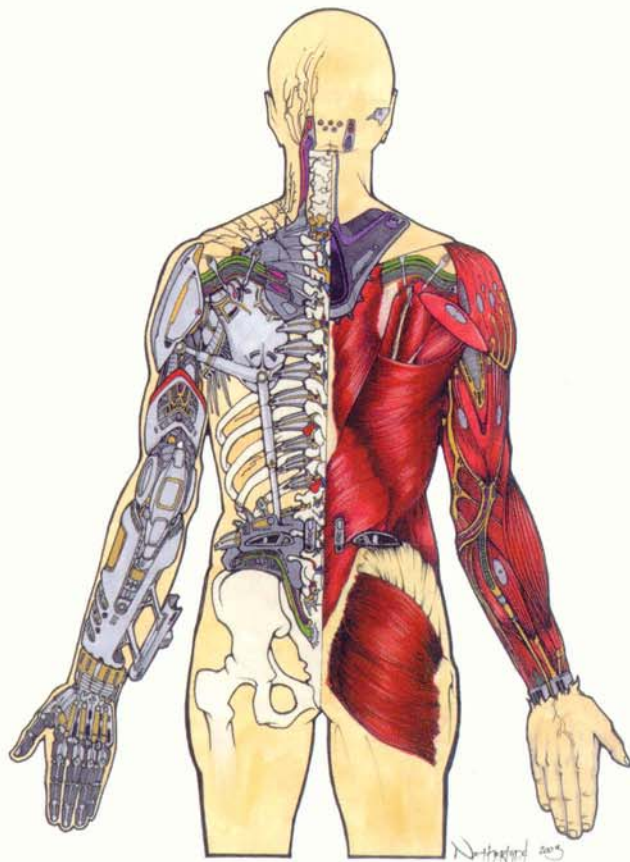
If a character goes more than one day without getting damaged syntheflesh repaired or covered up, its bonus is lost until he can have it fully replaced at its original Installation and Purchase DCs. The bonus listed is per limb and cannot be used with waldos (it can cover one, but it does not provide any Self benefit).



**Tool Set:** Various hollow sections of the cyberarm and cyberhand have been used to contain removable tools. Some of these are rechargeable powered items and gain their power from the arm itself, while others are mundane items useful for hundreds of different tasks. A character with a cyberarm toolset can always make mechanical or electronic related skill checks as if he had a set of appropriate tools.

**Weapon Link:** One of the most common modification in the violent age of the Cybernet, a weapon link comes in two parts – an integral series of processors and sensor arrays built into the cyberarm and an input modification attached to a weapon. The Purchase DC of this item includes a single input link that can be fitted at no additional cost to any ranged weapons; additional links are bought and installed at a purchase DC of 10. When a weapon with the proper input mod is welded by a cyberarm with a weapon link, the user gets a bonus to attack rolls that varies with the grade of the augmentation.

**Webdeck:** This integral Webdeck allows a webcrawler to enter the Web immersively without having to carry any external hardware. This modification just links a Webdeck built into the arm to the user's cerebral feed through an attachment at the spine. By itself, this mod does nothing; a user must also provide the Webdecking equipment at an additional cost. Any Webdeck can be built into a cyberarm with this augmentation, but its grade cannot exceed the grade of this modification; see the Web chapter for appropriate equipment. Once a Webdeck is built



into the arm, the direct connection supplied by this modification adds a +1 to all Entry and Exit checks made by the user.

## LEGS

The most common reason for cyberleg installation is the loss of a character's natural one. Because of the difficulty in reconciling the reactions of a single cyberleg, they are usually replaced simultaneously, though this is certainly not a requirement. Because of this disparity in abilities, most leg modifications only work in pairs – this will be noted in the description of the equipment below. Unless modified, a character with cyberlegs can make no more than a double movement action during his turn – faster movement speeds are impossible.

### Basic Cyber Leg

A slaved set of pneumatic pistons with a gyroscopic equipped cybernet foot, knee and hip actuators (assuming the entire leg is replaced, as some are simply from the knee down), a basic cyber leg merely returns normal mobility to a character who has suffer critical damage or loss of one or both of his normal lower appendages. By themselves, cyberlegs are not terribly efficient but they accomplish getting a character back on his feet when he otherwise would not have any.

### Cyber Leg Options

**Armour:** Armour chosen for a cyberleg improves its Hardness and can be purchased by the point. The different grades of armour determine the Hardness increase offered by this option. Only Alpha and Beta grade armour can be combined with the

Syntheflesh option; the other two grades are simply too bulky to be covered in any realistic fashion.

**Biofeedback, Improved:** Standard cyberlegs are functional but do not respond fast enough to permit a normal movement rate at anything faster than a quick walk. With this alteration, the feedback circuits and mechanisms have been upgraded to permit more rapid movement. The increase depends greatly on the grade of the improved biofeedback modification. This modification requires both legs to be replaced; it is ineffective in a single cyberleg. A character must have the alpha grade of this augmentation to mount any grade of Running Improvement.

**Hidden Weapon:** This modification hides a retractable blade (slashing) or spikes (piercing) in the knee and/or foot of the cyberleg. This modification can be activated or retracted as a free action and adds a variable level of damage to any unarmed attack made with the leg in question. This is considered an armed attack, is always normal damage (never subdual), and inflicts a damage type appropriate to the hidden weapon built into the limb.

**Holster:** A keyed set of a grips and pistons housed in a hollow compartment large enough to hold any Medium or smaller weapon or item of equipment, a cyberleg can mount a single internal holster for every size category the augmented character is over Small. Thus, a Medium character with a pair of cyberlegs can have a holster built into each of them. The benefit of these holsters is in speed and concealment. The item contained can be accessed as if the character had the Quick Draw feat once per round and any Search check made to find the holster has a DC of 22 (this DC improves as per the grade of the modification). If a holster cyberleg is equipped with syntheflesh, the flesh must be repaired with a Medical check (DC: 15) and one hour of work before it regains its bonus.

**Kicking:** Oversized pistons in the upper and lower leg allow a limb with this modification to generate tremendous force in a controlled burst. Called 'kickers' because of the primary use of this power, this modification adds to the damage rolls associated with any kick attack. This bonus stacks with Strength bonuses, the Hidden Weapon augmentation as noted above, and others that do not directly mimic another bonus type. The enhancement to damage rolls varies by grade.

**Leapers:** Resembling kickers and utilising most of the same hardware, leapers create a slightly longer sustainable force that uses multiple stabiliser centres implanted in the legs and torso of the user to allow tremendous feats of leaping acumen. A set of leapers add a minimum jumping distance of 1 foot to 20 feet (depending on grade), selected by the user, to any Jump check made. This extra distance is added to the end result of the roll, always allowing the user to make a 20 foot leap without even making a roll if desired. A character fitted with leapers is no longer limited by height when making jump checks. This modification requires both legs to be replaced; it is ineffective in a single cyberleg.

**Rollers:** A folding set of carbide wheels on nearly frictionless bearings is fitted to the feet of any character with this modification. These wheels, when activated as a free action, give the user great speed over even terrain. This translates into a

variable bonus based on grade, but only in conditions that would allow their use. Grass, rough terrain, or other impediments prevent their use, but sidewalks, streets, and other even surfaces allow their deployment freely. Every round a character uses rollers, he or she must make a Dexterity check (DC 10) or fall prone immediately after the planned movement. One rank in the skill Perform (skating) or five ranks in Tumble negates the need for this check. This modification requires both legs to be replaced; it is ineffective in a single cyberleg.

**Running Improvement:** By augmenting the mechanisms of the inner legs and their link to the user's spine, this modification grants the virtual equivalent of the Run feat to the user. If the user already has the Run feat, this adds a variable amount to the final movement rate. This modification requires both legs to be replaced; it is ineffective in a single cyberleg. Rollers and this modification do not stack with each other; a user with both must

choose which kind of enhancement he wishes to use from round to round.

**Syntheflesh:** A synthetic covering that mimics real flesh down to hair follicles and pores, this bio-organic covering even heals minor wounds through internal cell mitosis and growth. Used to disguise cyberware and lessen the psychological impact of having such items replace parts of the human body, syntheflesh is a very common modification for most cyberlimbs. The bonus Self points given by syntheflesh grafting can only counter losses; they cannot raise the Self score above its normal maximum value.

If a character goes more than one day without getting damaged syntheflesh repaired or covered up, its bonus is lost until he can have it fully replaced at its original Installation and Purchase DCs. The bonus listed is per limb and cannot be used with

## Cyberlimbs

System Name	Install DC	Purchase DC	Gamma	Delta	Beta	Alpha	Self Cost
Basic Cyberarm/Hand	12	12	-	-	-	-	2d6
Armour	12	14	+2 Hardness	+3 Hardness	+4 Hardness	+5 Hardness	1d4
Crushing Grip	13	15	+2 bonus	+3 bonus	+4 bonus	+5 bonus	1d3
Holster	14	14	Search DC22	Search DC24	SearchDC26	Search DC28	1d3
Lifters	14	15	+4 Strength (lifting only)	+6 Strength (lifting only)	+8 Strength (lifting only)	+10 Strength (lifting only)	1d3
Punching	14	16	+2 Unarmed	+3 Unarmed	+4 Unarmed	+5 Unarmed	1d4
Syntheflesh	15	15	+1d4 Self	+1d6 Self	+1d8 Self	+1d10 Self	-
Tool Set	14	14	Basic	n/a	n/a	n/a	1d3
Weapon Link	16	18	+1 attack	+2 attack	+3 attack	+4 attack	1d4
Webdeck	16	14	See text	See text	See text	See text	1d3
Basic Cyberleg/Foot	12	14	-	-	-	-	2d6
Armour	12	14	+2 Hardness	+3 Hardness	+4 Hardness	+5 Hardness	1d4
Biofeedback, Improved	15	16	Can move x3	Can move x4	Can use the Run feat, if applicable	Can install Running Improvement	+1d4 bonus
Hidden Weapon	14	15	+1 with any kick attack	+2 with any kick attack	+3 with any kick attack	+4 with any kick attack	1d4
Holster	14	15	Search DC22	Search DC24	SearchDC26	Search DC28	1d3
Kicking	14	16	+1 with any kick attack	+2 with any kick attack	+3 with any kick attack	+4 with any kick attack	1d4
Leapers	15	16	1-5 ft bonus	1-10 ft bonus	1-15 ft bonus	1-20 ft bonus	1d6
Rollers	14	18	+10 move	+20 move	+30 move	+40 move	1d4
Running Improvement	18	18	+10 base	+15 base	+20 base	+30 base	1d6
Syntheflesh	15	16	+1d4 Self	+1d6 Self	+1d8 Self	+1d10 Self	-
Tool Set	14	15	Basic	n/a	n/a	n/a	1d3
Waldos							
Gun Waldo	18	18	Basic	n/a	n/a	n/a	3d6
Manipulator Waldo	18	17	Basic	n/a	n/a	n/a	3d4
Weapon Waldo	18	18	Basic	n/a	n/a	n/a	3d6

waldos (it can cover one, but it does not provide any Self benefit).

**Tool Set:** Various hollow sections of the cyberleg have been used to contain removable tools. Some of these are rechargeable powered items and gain their power from the arm itself, while others are mundane items useful for hundreds of different tasks. A character with a cyberleg toolset can always make mechanical or electronic related skill checks as if he had a set of appropriate tools. The greater size of the leg allows for more complicated tools to be stored, allowing this set to be specialised enough to grant a +1 circumstance bonus to the Craft skill of the user's choice while using tools from this kit.

## WALDOS

Waldos are additional limbs that can be installed along a recipient's body. These are most often used as gun mounts or as extra manipulation. Treat any waldo as an extra limb in combat, and see the Extra Limb feat for more details on how these items can be used. Without this feat, a waldo is useless to the bearer. Waldos do not come in grades; there either exist on a user or they do not.

**Gun Waldo:** Gun waldos are equipped with any medium or smaller ranged weapon and attack using the user's base attack bonus -2, assuming the character has the appropriate feat. The waldo also stores a secondary magazine for the weapon, allowing it to reload once as a standard action without the character having to dedicate an action to doing so.

**Manipulator Waldo:** Manipulator waldos are very effective at providing that "third hand" people always seem to need in the middle of a tough project. If the character does not have the Extra Limb feat, a manipulator waldo grants a +1 circumstance bonus to any task except combat that could conceivably benefit from an extra hand (Games Master's prerogative). If the character does have the feat, this cyberlimb provides a +2 bonus instead and can even handle skill checks of DC 15 or less as a free action during the character's turn if it can conceivably be performed by a single hand (or pair of hands if the character had two).

**Melee Waldo:** Melee waldos mount a melee weapon of Medium or smaller size and wield it using the character's base attack bonus -2, assuming the character has the appropriate Extra Limb feat. Melee waldos are assumed to come with some way of storing the weapon they are fixed with and can deploy them between active and stored state as free actions. Melee Waldos cannot be disarmed; their weapons are permanently affixed and require tools and time to separate.

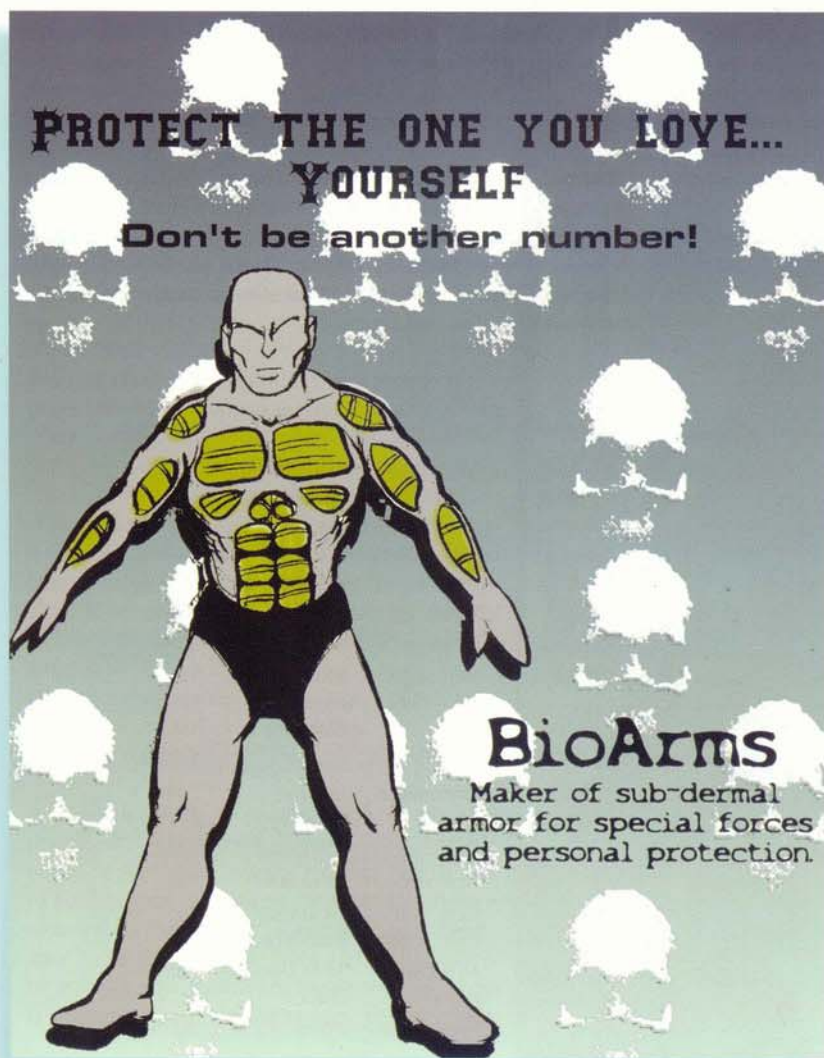
## BODY MODS

The primary difference between body modifications is whether the device in question is an internal piece or has an external component. Cyberarmour, for example, has numerous internal couplers, but the majority of its mass is attached by these points to the outside of the body, making it an external mod. A cyberliver, on the other hand, is fully implanted and resides inside the body where the user's original liver once was. This makes it an internal mod and lessens its impact on the user's Self score.

### External Mods

External mods always have some kind of internal component that either links it to the user's cerebral processes or makes it an installed part of the body in some way. This allows the equipment to function much better than something that is merely carried and provides the stability necessary for it to perform its role in or out of combat. A character with external modifications is usually stronger, faster, or more capable than one without these wondrous devices. The downside to external body mods is that they forever mark a user as 'cybered', making it difficult for them to blend in as anything other than cyborg on the street or in the boardroom.

Some 'external' modification are actually completely internal but have such an effect on the appearance of the character that they are



**PROTECT THE ONE YOU LOVE...  
YOURSELF**  
**Don't be another number!**

**BioArms**  
Maker of sub-dermal  
armor for special forces  
and personal protection.



categorised as external as a consequence. Characters with external mods are recognised as cybered on a Spot check, DC 5. The Disguise skill and concealing clothing can modify this check, but can never improve the Spot check DC beyond 15. The character's equipment is just too distinctive to conceal more than that.

**Cyberarmour:** The implanted attachment points of cyberarmour allow the plates of this powerful defensive measure to bend and move in perfect union with the operator. No other form of armour can be worn while cyberarmour is in use, but it provides a level of defence unparalleled by anything short of full powered armour. The primary benefit of cyberarmour, even at lower grades, is that this form of defence does not come with any Armour Check penalties; the armour moves to keep from impeding the character in any way.

Characters wearing cyberarmour are *very* distinctive and look somewhat insectile, but when the plates are detached, the links are easily concealed. The purchase DC includes both the links and the plates, while the grade determines the level of defence this modification provides. Deploying a suit of cyberarmour takes one full minute, while removing the plates takes twice that long. A Dexterity of 18 or better reduces these times in half.

**External Control Jack:** This is a jack, located anywhere on the user's body desired, that links his or her mind to an external device called a controller pad. These pads can operate any mechanical or electronic device rigged to accept remote access, such as a modern vehicle, a computer, or most other machines with a Purchase DC of 15 or higher. Games Masters can determine that a given device cannot be externally controlled, but most can be. This control can be exercised by an act of will at a distance determined by the grade of the modification and has a subsequently listed penalty to all of the skill check rolls involved.

**Gyromount, Integral:** The cybernetic equivalent of a suspension rig for a heavy weapon, this device actually locks into the body and is controlled through thought and body motion. Using an integral gyromount reduces the Move Silently and Hide skill penalties associated with a heavy weapon to -2, allows a character's full movement rate, and imposes only a -1 penalty to the attack rolls. Higher grades of this modification reduce these penalties even further.

**Heavy Lifting Frame:** A stripped down form of battle armour that does not require a full set of links, the heavy lifting frame is mostly used in construction. It consists of a massive steel frame with sections covering the back, arms, and legs of the user and pair of installed links at the base of the character's spine. These transmit the user's intentions to the large metal construct around him. A character with a heavy lifting frame has his listed capacity drastically increased; this multiplication occurs after any other strength augmentation the user might possess, making it even more valuable in the hands of someone with cyberarms.

**Jack-Pack:** A slender casing that rests between the users shoulder blades and extends over the sides of the neck, this case contains a number of wires and couplers used in the commission of electronic and mechanical overrides and theft. A jack-pack is a jacker character's best friend, allowing him to hotwire and override any kind of vehicle and security device with no need for other tools and a variable cybernetic bonus based on the grade of the improvement.

**Light Mount:** This is a strip of luminescent material mounted to the outside of a character's body, generally across the forehead. A light mount runs off bio-energy and does not need any other power source as long as the bearer is alive. It sheds a base of 120 feet of pure white light, though a variety of filters come as standard with the device. These allow for dimming down to 10 feet of illumination and numerous colours of light, including red, blue, and green.

## Body Modifications - External

System Name	Install DC	Purchase DC	Gamma	Delta	Beta	Alpha	Self Cost
Cyberarmour	15	16	+6 Defence	+8 Defence	+10 Defence	+12 Defence	1d6
External Control Jack	15	15	-4, 50 ft max range	-2, 150 ft. max range	-1, 250 ft. max range	-0, 350 ft max range	1d3
Gyromount, Integral	16	16	Basic	-1 to skills	-0 to skills	-0 to skills and attack rolls	1d4
Heavy Lifting Frame	14	16	X2 lift	X3 lift	X4 lift	X5 lift	1d2
Jack-Pack	16	18	+1 bonus	+2 bonus	+3 bonus	+4 bonus	1d4
Light Mount	12	10	Basic	150 ft light	200 ft light	250 ft light, can use as a flasher	1d2
Magpulse Shielding	16	18	Basic	n/a	n/a	n/a	1d6 per
Nanobox	19	20	Basic	Responds in 1d2 rounds	Responds in 1 round	Instant response	1d4
Omnijoints	20	18	Basic	+6 bonus	+8 bonus	+10 bonus	2d6
Pursuit Body	22	20	Basic	+3 to Init.	+4 to Init.	+5 to Init.	3d6
Ramming Plates	14	14	Basic	+1 to Bull Rush Attacks	+2 to Bull Rush attacks	+4 to Bull Rush attacks	1d8
Stealth Body	22	20	Basic	+4 to Dex checks	+6 to Dex checks	+8 to Dex checks	3d6
Wings, Magnetic	20	24	n/a	Basic	Power Dive	Hover	2d6

**Magpulse Shielding:** An important modification for any character with a desire to compete in the dangerous leagues of the high tech corporations, this augmentation adds a layer of micro-fibre to the skin of the shielded location of the body. This shielding can be translucent or opaque in any colour the user desires, and does not seriously impede the character's movement. It has no ballistic value, but it does negate any form of EMP attack made against that location. In the case of a wide scale EMP blast (such as that of a grenade, cyberware in shielded locations is protected while devices in unshielded areas are affected normally.

**Nanobox:** A steel jacketed microcomputer and dissemination device located anywhere on the body the user desires, this small box holds several thousand tailored nanotech devices in a magnetic suspension. These little devices are all keyed to the user's biological code and activate when he or she falls unconscious due to damage (subdual or normal). They then release automatically and begin working to stabilise the character. This takes 1d3 rounds, during which time the character may stabilise normally. If the nanotech robots stabilise the character as opposed to him stabilising normally, they continue to work until the character is brought to -1 hit point, after which they break down and have to be replaced before the nanobox will function again. Recharging a nanobox is a Purchase check DC of 16.

**Omnijoints:** Omnijoints are a mechanical replacement of all the joints in the character's neck, torso, waist, and limbs. This occurs as a complete set and can occur even to artificial limbs with no detrimental effects to the devices involved. Omnijoints have a much greater range of movement, granting a +5 cybernetic bonus to Escape and Tumble checks. Higher grades of this modification grant an increased bonus due to their superior design.

**Pursuit Body:** This modification requires that a character select the omnijoints modification before its acquisition. Building on the modifications of that design, the pursuit body optimises the user's physical frame for speed and reaction time by planing down exposed surfaces, reinforcing the hips and lower spine for a faster run speed, and letting the user react to a more rapid worldview. This is an invasive procedure and the surgery DC is extremely high. A character can only attempt to receive the pursuit body modification once every six months; if the surgery check fails, the character suffers a permanent loss of 1d2 Dexterity points.


A character with a pursuit body loses 2d20 pounds of body weight, gains a +2 cybernetic bonus to Initiative checks, receives a +10 feet to his base movement rate, and benefits from a virtual Run feat. If the character already has or later gains the Run feat from any other source, he gains a new movement mode as long as he is bearing a Light burden or less- pursuit mode.

This mode lets the character run at x6 movement rate for up to 1 minute per Constitution point.

**Ramming Plates:** A huge array of steel and polycarbonate plates built into the shoulders of the character with this modification, ramming plates make the Bull Rush and Charge combat actions even more effective. A character with ramming plates can inflict 1d6+ Strength bonus bludgeoning damage in addition to any other effect or attack that occurs during a Bull Rush or Charge attack. At high grades of quality, this augmentation also adds to the attack roll of a Bull Rush. At the character's option, this modification can include spikes or blades that change the bonus damage type to piercing or slashing at no additional cost.

**Stealth Body:** This modification requires that a character select the omnijoints modification before its acquisition. As opposed to the pursuit body (which this modification can be combined with), the stealth body is optimised for espionage and evasion. All of the drawbacks with a failed installation of a pursuit body augmentation also apply to this alteration, including the six month waiting time between attempts.

A character with this modification benefits from the ability to make a normal movement without suffering penalties to their Move Silently and Hide checks, gains a +5 cybernetic bonus



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to Move Silently and Hide checks, and can attempt a normal Hide and Move Silently checks while climbing at normal speed. This body also grants a +2 cybernetic bonus to Dexterity checks made for any act of balance or grace and makes the character 50% resistant to detection by infrared sensors.

**Wings, Magnetic:** An example of ultra-high tech, cutting edge cybernetics, these 'wings' are actually a series of extending vanes bearing numerous electromagnetic vectored generators. Quite impressive looking when deployed, they fold against the back of the user like an oversized backpack when not in use. These vanes vaguely resemble black panelled metal wings with gaps between the struts and angling thrusters at every major apex. In order to carry magnetic wings, a character must also purchase magpulse shielding for their legs and torso; otherwise, the system shorts itself out before every attempted use.

The flight granted by magnetic wings is very impressive, allowing a user to move at a rate of 150' per round (no 'run' or faster thrust possible) with the capacity to hover and power dive (for a +4 to attack rolls and double damage on a charge attack) being granted at higher grades of quality.

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## INTERNAL MODS

Internal modification have very little, if any, effect on the outward appearance of a character. This makes it easier for a human being to adjust to the presence of these devices within his or her body. It also raises the difficulty of the surgery required to implant and connect these items, as they must not only function properly as cybergear but do so in a way that does not compromise the health of the patient in the process. This increase in difficulty is usually negligible and is included in the listed Surgery DC, but as the number of internal devices increases in a single patient, the ability for that character's body to cope with the additional stress diminishes.

This is handled in game by adding a cumulative +1 to the DC of every internal modification added after the first. If a Surgery check is ever failed while implanting an internal mod, the patient suffers 1d4 permanent hit point loss. The device in question's installation can be attempted again, but if it fails a second time, the patient loses another 1d4 permanent hit points and may not receive any further internal modifications. The character's body has reached its physical limit.

Internal modifications are divided neatly into two categories—sensory options and bio-replacements. Sensory options cover the usual array of senses (sight, sound, smell, taste, and tactile) and provide new forms of detection ability through the use of specialised hardware. Bio-replacements involve the body's normal organs, new ones designed to improve the performance of the character in some way, and provide access to capabilities the human body does not normally possess.

## SENSORY OPTIONS

In the dark world of the future, the ability to see heat, hear one's surrounding so well that navigation becomes possible through sound alone, and turn off the ability to feel pain can be as valuable as a magazine full of armour piercing bullets. It is also a horrible truth that the many biological and chemical weapons of the future make the need for eye and ear replacements common enough that the most basic form of these options has become a typical sight in most urban sprawls. Cybereyes may have given sight to the blind, but the System itself is usually responsible for taking sight from them in the first place.

### Cybernetic Optics (Cybereyes)

The basic system provides full colour monocular or binocular vision (depending on whether one or both eyes have been replaced) in a typical field of vision. This is a rough equivalent of normal human vision and does not provide any bonuses or impose any penalties to the user. If only one eye is replaced, certain options below are not applicable (as seen in the descriptive text).

**Amplified Vision:** A character with amplified vision can purchase this option for one or both

cybereyes at no additional cost; the modification is completely internal and interfaces with whatever hardware is available. A character with amplified vision sees colours in sharper relief and can make out fine details better than normal. This translates to a +2 cybernetic bonus to all Spot and Search checks made when sight is the key determining factor for success (Games Master's discretion). A character with amplified vision may not benefit from it and flare compensation in the same round; the latter supersedes it on any round when it activates.

**CatMag Sight:** This allows the character to see variations in magnetic fields and provides a form of penetrating vision if the character concentrates on an object long enough. With practice and concentration, a character with CatMag (which must be present in both eyes for the ability to properly biangulate) can see through one inch of soft material (cloth, wood, flesh) each round up to 1 foot of obstruction. This can extend to harder surfaces (stone, metal, bone, etc.), but only in ¼ inch increments and only up to three inches total.

Each round spent doing this is a full round action that does not allow any movement and requires a separate Spot check (DC: 15 for soft material, 20 for hard). A failed check halts the penetration at its current level and causes CatMag to fail in the next round. CatMag can only be used once, success or not, every ten minutes, making this a very intensive and time consuming operation. CatMag only comes in Alpha grade cyberware; it is too complicated to be built at a lower grade.

**Flare Compensation:** Polarised lenses are built into the user's eyes, both of which must be cybernetic for this to be of any use. These lenses are retracted under normal circumstances and automatically slide into place as soon as a set of light detectors in the eye pick up the beginning edge of a blinding pulse of radiance. These lenses grant a +2 cybernetic bonus to the saving throw against any blinding effect based on light and halves the duration of any blindness that successfully occurs from the same source.

**Infrared:** A complex set of infra-receptors are slaved to the optic nerve inside the user's cybereye(s). These receptors can pick up even trace amounts of heat and display it in a special viewing mode the character can activate as a free action on his turn. This mode, which shows heat as bands of variegated colours, can add a +1-4 cybernetic bonus to Spot, Search, or tracking checks whenever heat is a factor. The exact bonus is up to the Games Master, but these eyes are very useful for determining if someone has been in a location within the past few minutes, whether a fire is raging outside a closed door, or in many other useful situations.

**Macro-Micro Vision:** Several refracting lenses and electronic image treatment microprocessors grant the user the ability to see alternately up close and far away images with great clarity. These lenses vary in magnification and image quality, but they all provide several benefits to their user. Each grade of magnification quality applies a +1 bonus for the purpose of offsetting range penalties to melee attacks and Spot checks only. Other visual bonuses are determined on a case-by-case basis with the Games Master.

Micro mode is a little more complicated, and does not provide a technical in game benefit beyond a +1-4 bonus to Search checks when minute vision would be of great aid (as per the Games Master's prerogative). Other benefits are up to the Games Master, but may include a circumstance bonus to Craft checks based on fine work or professions aided by having a self-based microscope constantly on hand.

**Optivisual News Feed:** The Optivisual News Feed, or Optinet as the corporation that governs its standard programming calls it, is a scrolling set of textual and picture data streams constantly changing to provide updated news and information to the user. A small piece of hardware is needed to decrypt the stream, hence the need for a cybernetic augmentation to cybereyes, but once it is active, the information continually appears in the user's field of vision unless squelched as a free action. If the user only has one cybereye, the other must be closed or covered to concentrate on the images enough to understand them.

The Optinet stream is a useful collection of news and weather items by itself, but it can also be hacked on a client side basis by any webcrawler (Computer Use DC: 15) to accept text and image data from another source. In this way, the feed can become a very useful method of communication. An Optinet stream is also keyed to audio, though only a character with at least one cybear can pick up the audio commentary. This commentary can also be hacked to provide an excellent source of one-way total communication.


**Rangefinding:** Rangefinding is a modification for a pair of cybereyes that can accurately pinpoint the exact distance and direction to any object looked at. By itself, this is merely interesting information, but in conjunction with a ranged weapon, it grants the user the ability to completely discount the first range increment penalty of any weapon he is holding. Other benefits come as a case-by-case basis from the Games Master.

**Tracking/Targeting Vision:** Moving objects in the user's field of vision are tagged by the T/TV unit and surrounded by a corona of useful data such as direction, velocity, and probably trajectories of motion. This information is updated forty times a second, allowing the user to accurately predict how and where any moving object he can see will move. T/TV requires the rangefinding option listed above to function properly and, when operational, negates a variable amount of any visible target's Dodge and/or Reflex bonus to their Defence Value.

The bonus listed by grade for this augmentation is treated as a penalty to the target's DV, but it cannot reduce that value by more than the target's total Reflex and Dodge bonuses. A character can negate a number of target's bonuses in this way equal to his or her Intelligence modifier, to a minimum of one target at a time. Switching targets is a free action that can only be taken at the beginning of the user's turn.

### Cybernetic Audio (Cyberears)

The basic auditory system implanted when a character gets cyberears allows for a range of hearing in all direction roughly equivalent to human ears. Neither subsonic or supersonic ranges are included in the basic package, even at the highest grades.



Like all basic systems, the grade of the improvement determines the highest grade of modification possible as secondary add-ons.

**Directional Hearing:** The hearing of the user of this modification can accurately gauge direction and distance of incoming sounds with a much greater degree of success than an unaugmented person has. This allows the user to lower Listen DC to oppose Move Silently checks by a variable amount and reduces the attack bonus gained by attackers charging him to +1 instead of +2. Directional hearing also lets a character keep track of multiple opponents and, at its highest grades, reduces the flanking bonus given to multiple attackers surrounding him. An alpha system subtracts 2 from flanking bonuses, but the character is still flanked for purposes of other special rules involving flanking.

**Hyperacuity:** Hyperacuity makes a character's hearing more sensitive across the auditory spectrum. It allows a limited capacity to hear in the subsonic and supersonic ranges and makes even the faintest noises more audible. This all culminates in a variable bonus to Listen checks made for any purpose and allows the character to use communicators set to broadcast in the sub- and supersonic range of hearing. Hyperacuity cannot be used during the same round as Protected Audio; the latter supersedes Hyperacuity on any round in which it activates.

**Parabolic Hearing:** By spending one round focusing on a distant conversation or source of sound (up to 800 feet away at the best possible grade), the character can hear that conversation as if he were standing right next to the source itself. This is mostly adjudicated by the Games Master, but it should be of great use to a sniper, during surveillance, or for any variety of long range espionage. The practical game benefit is to negate the -1 per 10 foot range penalty to Listen checks, but only in one direction and only after a one round delay.

**Protected Audio:** Like flare compensation for the ears, protected audio makes it very difficult to deafen or stun the character with this modification through sound waves or any application of sonic energy. The character gains a variable bonus to saving throws against any adverse effect (other than direct damage) from a sonic source and halves the duration of any effect that does occur.

#### **Tertiary Senses (Touch, Smell, and Taste)**

While the two main sense, sight and hearing, are the primary focus of cybersense technology, the other three are far from ignored. A character without the ability to smell or taste is not truly impaired, which has limited the impetus to develop cybernetic replacements for these senses, but they do exist as specialised systems available in a small or dedicated market to consumers looking to enhance, replace, or augment their olfactory or culinary abilities.

Touch is effectively another matter. The link between the nervous system and the rest of the human body is a complex and important one. It lies at the heart of all cybernetic interaction between the host body and mechanical devices. Replacing a lost sense of touch is a relatively simple matter in the era of the Cybernet, but cybertechnology has expanded past this basic need into a variety of speciality devices. The most common is

the Milspec Kill Switch, a spinal gate that block nerve impulses past a certain amplitude. The practical upshot of that system is an inability to feel pain- quite the benefit for a cyberwarrior.

**Cybernetic Smell/Taste:** The links between these two senses are such that it is generally easier to replace both at the same time. While individual systems do exist, they are installed simultaneously so often as to only warrant one entry here. If one is installed without the other, the remaining natural sense is all but ruined in any case, so both become a necessity over time (1d3 months before the complete failure of the unaugmented sense in cases of one being upgraded to a cybernetic system before the other).

In all cases, a basic cybernose/tongue (or cyberpalette, as it is often called) mimics the replaced sense with roughly 95% accuracy in all cases with the built-in ability to neutralise a given taste or odour instantly (free action) if desired. This allows a character with a cybernetic sense of smell to block out up to 100 predefined smells and tastes (such as a cologne or a specific person's body odour) at any given time.

**Cybernetic Touch:** Cybernetic touch is a complex procedure that can be as 'simple' as recreating the nerve impulse wall between the nervous system and the spine through the implantation of booster chips or as difficult as the recreation of the patient's nerve endings and pathways through nanosurgery and a one month period of full recovery. In any case, no matter how severe the original damage, it is possible to return the patient's sense of tactile input to nearly full use through some kind of advanced cybernetics. Basic cybernetic touch systems come with no options, but for a character with leprosy or severe burns, a normal sense of touch is all the benefit they could want.

**Automask:** A set of nasal filters and an inner throat block make up the automask system. These activate immediately upon the detection of a gas or liquid that is not a breathable medium entering the character's system. Together, they provide a variable bonus to saving throws against such attacks and effects. Characters with an automask also suffer half the duration of any air- or waterborne effect that does get past this defence. In addition, an automask contains one hour of concentrated air in the eventuality of the character needing to breathe in an hostile environment (room full of tear gas, underwater, etc.).

**Chem Sniffer:** A chemical sniffer is a specific piece of olfactory cybernetics that can detect a gas or airborne pathogen as small as five parts per million just by breathing. This has no detection roll directly, though the information it returns to the character may require a Medical, Craft, or Profession check of the appropriate sort to understand. Chem sniffers cannot be used at the same time as an automask; the latter supersedes this piece of equipment in any round it activates.

**Joy Button:** A fetishist's dream come true, the joy button is an expensive speciality modification listed here to show the kinds of things cybernetics can accomplish for those with enough money or imagination to desire such things. At the push of a button, located anywhere on the user's body (and generally found in some strange places), all the character's pain sensations are turned into pleasure. The more intense the pain, the more

visceral the pleasure. In some cities, this modification has led to such outlandish and dangerous behaviour by its users that it has been banned outright, but those with the right connections can still find it for an exorbitant price.

**Kill Switch:** Operating on the same principle as the joy button augmentation, this system is the direct result of military experimentation with cybernetics at the turn of the century. The kill switch, as military scientists have dubbed it, allows the user to turn his sense of pain on and off at will. This can be dangerous if used for long periods of time, as the body uses pain to send warning to the human body, but during intense situations, it can be very useful.

A kill switch, when active, negates one damage point of every attack suffered (as a form of stackable Damage Reduction that functions against any kind of assault, not just physical). Higher grades of kill switches also mitigate how trauma is distributed to the body, turning some of each attack into subdual damage instead. This system, at its higher grades, is very effective at creating an unstoppable killing machine that does not feel pain and cannot be stunned by anything short of catastrophic damage.

**Oral Poly-Chromatograph:** Physically resembling a small second throat located under the tongue, this is a miniature chromatograph- a valuable piece of chemical analysis hardware.

## Sensory Options

System Name	Install DC	Purchase DC	Gamma	Delta	Beta	Alpha	Self Cost
Basic Cybereye	12	12	-	-	-	-	1d6
Amplified Vision	15	15	Basic	+3 bonus	+4 bonus	+5 bonus	1d3
CatMag Sight	19	20	n/a	n/a	n/a	Basic	1d4
Flare Compensation	14	13	Basic	+3 bonus	+4 bonus	+5 bonus	1d2
Infrared	14	14	+1 bonus	+2 bonus	+3 bonus	+4 bonus	1d3
Macro-Micro Vision	15	16	+1 bonus	+2 bonus	+3 bonus	+4 bonus	1d2
Optivisual News Feed	12	14	Basic	n/a	n/a	n/a	1 point
Rangefinding	14	15	Basic	n/a	n/a	Discounts the first 2 ranges	1d2
Tracking/Targeting	16	18	-1 negation	-2 negation	-3 negation	-4 negation	1d3
Basic Cyberear	14	12	-	-	-	-	1d4
Directional Hearing	15	14	-1 to Listen DCs	-2 to Listen DCs	-3 to Listen DCs, -1 to flanking bonus	-3 to Listen DCs, -2 to flanking bonuses	1d3
Hyperacuity	15	15	+1 to Listen	+2 to Listen	+3 to Listen	+4 to Listen	1d3
Parabolic Hearing	15	16	250 ft range	500 ft range	650 ft range	800 ft range	1d3
Protected Audio	14	13	+2 bonus	+3 bonus	+4 bonus	+5 bonus	1d2
Cybernetic Smell/Taste	14	12	-	-	-	-	1d3
Automask	14	14	+1 bonus	+2 bonus	+3 bonus	+4 bonus	1d2
Chem Sniffer	14	16	1 minute analysis time	6 round analysis time	3 round analysis time	1 round analysis time	1d3
Poly-Chromatograph	16	18	1 minute analysis time	6 round analysis time	3 round analysis time	1 round analysis time	1d6
Scent Analyser	15	17	Basic	92% success	95% success	100% success	1d4
Tracker	16	16	Basic	+5 bonus	+6 bonus	+8 bonus	1d4
Cybernetic Touch	16	14	-	-	-	-	1d6
Joy Button	15	15 (20)	Basic	n/a	n/a	n/a	1d6
Kill Switch	15	16	Basic	1 damage converted	3 damage converted	5 damage converted	1d6
Vibration Sense	22	20	n/a	n/a	n/a	Basic	2d6

Usable by simply letting a small amount of liquid or solid material rest against this secondary opening long enough for a sample to be taken (one full round), the poly-chromatograph will analyse its structure and return a detailed reading on the sample's chemical and/or biological makeup. A cut-off switch can turn the character's sense of taste off while doing this and anything ingested specifically to take a sample cannot run the risk of poisoning or infecting the character due to chemical safeguards built into the mouth.

**Scent Analyser:** Also called one half of the 'hound dog' system, the scent analyser can take in olfactory input and match it against a huge database of possible results (including anything the character has smelled before). This information can be very useful if determining a specific character's prior presence, the brand of a cigar butt, or anything else discernible by scent alone. Variations in sample quality and background interference make this device 90% accurate under normal circumstances, and a failed check cannot be retried using the same sample or any similar sample in the same basic area (120 foot distance, for instance).

**Tracker:** The other half of the 'hound dog', a tracker system must be linked to a scent analyser for it to be of any use. If it is installed alone, it is effectively non-operational. Used in conjunction with the latter equipment, this allows a character to track by scent, granting the character with it a virtual form of

the Track feat. If this system is used in conjunction with actually having the Track feat, it grants a +4 bonus in any situation where scent could be used to locate or continue trailing a target. The tracker modification to a cybernose cannot be used if scent is not a factor in establishing a lock on a target at all.

**Vibration Sense:** A tactile modification, vibration sense cannot be active at the same time as a joy button or a kill switch. While it is one, the character's sense of touch becomes extremely acute. It allows him to sense motion through wind currents and even the presence of light against the skin when he cannot see it. This gives the virtual equivalent of the Blind-Fight feat and characters get no bonus to attack rolls or the use of special abilities dependent on them flanking you. The downside to this system is the acuity of this extreme sense of touch causes an additional 1d4 points of subdual damage every time you are injured for any reason.

## BIO-REPLACEMENTS

While the introduction of new or replaced senses is a very common form of internal modification, this category of cyberware goes far beyond those procedures. Bio-replacement is the second most common augmentation done to the human body in the dark future, with limb reconstruction being the first. Between new livers replacing those riddled from decades of drinking to vocorders given speech to those who might have lost it to a stray bullet or throat cancer, bio-replacement can work miracles of modern medicine with far less recovery time than standard organ and tissue transplants.

Bio-replacement can also improve on what is already there in a patient. Synthetic muscles can make a character considerably stronger, which a suite of additional organs can make him almost impossible to keep down in a fight. Nanowire spools laid along all the major nerve junctions can increase reaction speeds to near instantaneous degrees. If there is a function of the body that cannot be improved, enhanced, or replaced by cybertechnology, there is certainly a laboratory somewhere working on making it happen.

**Artificial Digestion:** Consisting of a modification or outright replacement of the stomach and intestines, the artificial digestion system is sometimes referred to as a 'starver' augmentation. With the hyper-efficient functions of this system, a character can go for up to one full week without food or water without suffering any effects from starvation or thirst. If a character does have adequate food and water, the digestive capabilities of this system keep the body fuelled enough to double the total number of hit points regained from each day of rest. This is calculated after the effects of medical care, if any.

**Artificial Liver:** An artificial liver is a very valuable commodity in the dangerous world of the Cybernet. In addition to keeping a character from suffering any adverse effects from overindulgence of alcohol or ingested drugs unless he wishes to. In addition to this, a character with an artificial liver never suffers the secondary effect of any poison and gets a variable bonus to the initial save against any toxin, depending on the grade of the cyberliver.

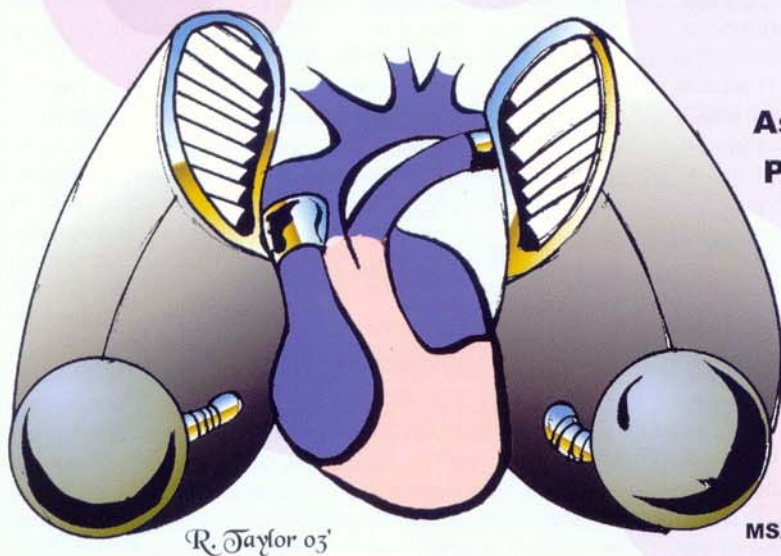
**Artificial Lungs:** Artificial lungs continue the normal respiration of a character and provide two other special benefits. The first is the ability to survive for up to six hours on a stored pair of air

cylinders that recharge over six days of normal breathing (one hour each day). This allows a character to be in a vacuum or underwater and still breathe freely. The second advantage is a gained immunity to inhaled poisons; the filters in the system keep such toxins from affecting the character at all.

**Blood Gate:** This is a dissemination system that places drugs and chemicals into the bloodstream of the character by mental command, external activation, or through a timer system. Anything listed in the Narcotics chapter can be introduced through a blood gate in whatever dosage the user desired.

# AUD-LEX

## When Every Breath You Take Counts



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Blood gates are also equipped with a filter system that keeps unauthorised agents out of the bloodstream; this provides a +2 to all secondary Fortitude saving throws necessitated by poisons or diseases of any kind. Higher grades increase this bonus.

**Body-Comp:** This body augmentation implants the various components of a super computer through the open spaces of the human body, tying its output to the user's mind and its input parameters through numerous ports secreted around the body. This includes optic, audio, and tactile information; the user scans documents by looking at them, types by miming doing so in the air, and hears auditory information and feedback in his inner ear. A body-comp is automatically capable on taking its user into the Web immersively. Other information is dependent on which system takes advantage of the body-comp's links. The Webdeck system is purchased separately out of the Web chapter. A body-comp link can only support systems of its own grade or lower.

**Bone Sheaths:** This modification attaches resistant materials to the character's bones, making them difficult to break and more capable of bearing heavy loads. By itself, bone sheaths have a negligible effect (they reduce the amount of damage a character takes in a grapple or during a vehicle crash), but as part of a more complicated procedure, they can combine to impart great strength upon the user. See the Spinal Reinforcement and Muscular Grafting options below for more details.

**Integral Targeting:** By grafting the character's vision, body kinesthetic senses, and reactions together with a subprocessor capable of collating all of the information that occurs in combat with higher cognitive functions, an integral targeting computer grants greater accuracy to any of the character's ranged, unarmed, and melee attacks. This system cannot be used in conjunction with a weapon targeter of any kind; the superior system in use at any given time takes precedent. The grade of system determines the bonus involved with using integral targeting.

**Muscular Grafting:** By interlacing resistant materials with a high tensile strength into the character's musculature, this augmentation makes it possible for a user to exert great force during melee and unarmed combat. By itself, this system improves the die code a character inflicts in unarmed combat and adds a bonus to melee weapon damage. This system is even more impressive when combined with bone sheaths and spinal reinforcement; see the latter modification below for more details.

**Nanowire System:** The premiere combat modification for the modern age, nanowire systems overlay a transmission line network over the character's main nervous system nodes. When impulses begin in the character's nerves, these lines carry the signal faster and more accurately than the user's normal nervous system. This can be very disorienting at first, but users get used to the improved reaction speeds in time. The nanowire system adds to the character's Initiative and Defence Value scores, as it increases how fast the user can react to danger. This modification stacks with the Pursuit Body augmentation.

**Neural Booster:** A series of intellect increasing microchips and memory acquisition and retention cells, this modification is

very dangerous as it requires brain surgery, but those who undergo the procedure gain a serious benefit in the form of an increased Intelligence attribute. This does not retroactively give the character skill points for their previously earned class levels, but it does add to any further skill gains.

**Redundant Biosystems:** A suite of extra organs that can take over life support functions when necessary, redundant biosystems can be purchased numerous times to make the character very difficult to kill. A single character can have up to 1d6+2 redundant biosystems; this number is rolled for each character the first time he has a redundant biosystem installed and cannot be changed by any means. Each biosystem adds a bonus to the character's Constitution score dependent on its grade. All biosystems in a character must be of the same grade as they are not inwardly compatible with each other.

Every biosystem after the first has its Install DC raised by +1 in addition to any other modifiers. Once a character has two biosystems installed, he benefits from a virtual Endurance feat. If a character has as many biosystems as he can bear installed, he gains a special resistance to critical damage. This percentage is based on the grade of the redundant biosystems and is listed on the following chart. A resisted critical hit is treated like a normal attack and does damage accordingly.

Grade of Biosystems	Chance to Resist Critical
Gamma	10%
Delta	25%
Beta	35%
Alpha	50%

**Reflex Enhancement:** Operating on the same basic system as nanowire, this modification builds upon it to install accelerator gates at the character's spinal connections to force the user into even quicker actions. A character with a reflex enhancement has a chance each round of taking an extra partial action; this chance is determined by the system's grade. While reflex enhancement can only be installed in a character with a nanowire system, it can be of an inferior grade to the nanowire if desired. It cannot be of a superior grade, because it depends on the nanowire system for its transmission lines.

**Skinweaving:** The final word in personal defence, skinweaving places strips of ballistic material under the epidermis of a character, making him very difficult to injure. This imparts Damage Reduction of a variable amount to the character; this value stacks with any other form of Damage Reduction. This can result in an armoured character being relatively easy to hit but very hard to injure.

**Spinal Reinforcement:** This augmentation replaces the lower spine, sections of the column, and its connection points at the shoulders and skull with polycarbonate structures. This makes the user more resistant to severe damage, as the spine is almost impossible to break. In game terms, this makes the character immune to the Death by Massive Injury rule and adds a variable



amount to opposed Grapple checks because the user cannot be pinned as easily.

If the character also has the bone sheath and muscular grafting augmentations, these systems combine to add a direct bonus to the character's Strength. This value is determined by the average grade of the systems, rounded up, as if each grade was worth one 'point', up to 4 points for an Alpha system. The total bonus is applied to the character's base Strength and is given in the following chart.

Average Grade of Systems	Bonus to Strength
Gamma	+2
Delta	+4
Beta	+6
Alpha	+8

**Vocorder:** This system replaces the majority of the character's voice box and lower throat with a mechanical equivalent. In its gamma grade form, this voice is very electronic and fake sounding. Higher grades are more natural sounding, with Beta and Alpha grades able to be adjusted to sound like any voice imaginable. A character with an Alpha grade vocorder can adjust it so accurately as to provide a +2 cybernetic bonus to Disguise checks when voice would be a factor.

**Will Barrier:** A set of cut-off circuits and a full microprocessor suite are wired into the user's brain, making it impossible for his willpower to buckle under pressure after a certain point. This

can have some interesting roleplaying ramifications such as hard-headedness or an unrelenting stubborn streak, but its game effects are set – a virtual Iron Will feat that stacks with the feat of the same name if it is already possessed or later gained.

A will barrier is based on memory and cognitive recognition sequences, which makes it easier for the character to both learn from experience and remember past incidents. This both tempers the will and makes the mind more able to cope with changing stimulus. This translates as a bonus to the Wisdom score of the recipient at higher grades.

## SKILLWARE

One of the most impressive things cybernetics can do goes far beyond replacing parts of the human body or adding new organs. Through the mapping of the brain, nanotechnologists have found ways to encode thoughts and reactions onto magnetic mediums and impart them back into the mind of someone who did not originate them. In other words, what exists in one mind can be copied and shared with others. There are many variations of this technology, but the masses call these devices 'skillware'.

Skillware comes in to basic styles, chipsets and biowire. Physical skills and anything requiring bodily movement requires a layer of biowire to show the muscles and bones of the user how to act during the completion of the imparted talent. This can be a complicated procedure, but the biowire only needs to be laid once as it carries through the entire body of the recipient and can be reused by any kind of kinetic skill program. Biowire skills still have a chip that carries their basic instruction sets; this requires the same skillslot installation as noted below.

## Bio-Replacements

System Name	Install DC	Purchase DC	Gamma	Delta	Beta	Alpha	Self Cost
Artificial Digestion	22	14	Basic	+1 extra day	+2 days	+3 days	1d3
Artificial Liver	22	13	+1 to saves	+2 to saves	+3 to saves	+4 to saves	1d3
Artificial Lungs	21	15	Basic	+1 extra hour	+2 hours	+3 hours	1d4
Blood Gate	20	14	Basic	+3 total	+4 total	+5 total	1d3
Body-Comp	20	12	See text	See text	See text	See text	1d4
Bone Sheaths	24	15	-1 to damage	-2 to damage	-3 to damage	-4 to damage	1d2
Integral Targeting	23	17	+1 to attack	+2 to attack	+3 to attack	+4 to attack	1d8
Muscular Grafting	23	16	Unarmed 1d6 or +1	Unarmed 1d8 or +1	Unarmed 1d10 or +2	Unarmed 1d12 or +2	2d4
Nanowire System	25	17	+1 to scores	+2 to scores	+3 to scores	+4 to scores	3d6
Neural Booster	24	18	+1 Intelligence	+2 Intelligence	+3 Intelligence	+4 Intelligence	2d6
Redundant Biosystems	18	14	+2 Constitution	+4 Constitution	+6 Constitution	+8 Constitution	1d3 per
Reflex Enhancement	22	15	Extra action chance, 25%	Extra action chance, 50%	Extra action chance, 75%	Extra action chance, 90%	2d6
Skinweaving	22	14	DR 2 / -	DR 3 / -	DR 5 / -	DR 7 / -	1d6
Spinal Reinforcement	21	13	+1 to grapple	+2 to grapple	+3 to grapple	+4 to grapple	1d4
Vocorder	20	12	False voice	Basic Voice	Adjustable	+2 to Disguise	1d4
Will Barrier	23	18	Iron Will	+2 Wisdom	+4 Wisdom	+6 Wisdom	1d8

Chipset are loaded directly into the cerebrum through a special slot bored into the back of the skull. This kind of skill is purely intellectual and while it might require physical action to complete a given task, no heavy handed guidance is required as with biowired skills. The downside to chipset skills is that they occupy the same area of the mind as the chips that carry biowire skills, limiting the number of simultaneous skills one user can benefit from.

## ARTIFICIAL SKILLS

A character can benefit from these items by gaining virtual ranks in a given skill or the use of a feat they otherwise do not possess. These ranks and feats overwrite anything of the same time that character might already have; they do not stack in any way. A Games Master might also rule that certain feats cannot be granted in this way. It is recommended that Endurance and Toughness cannot be imparted through skillware, as these are innately tied to the overall physical condition of the character.

A chipset or biowire skill is effectively differentiated only by its existence as a mental or physical skill. Any skill based off Strength, Constitution, or Dexterity requires the installation of biowire in addition to a skillslot rig; Intelligence, Wisdom, and Charisma based skills do not. Feats are intensive enough that they always require a biowire unless the Games Master rules otherwise.

Although a character can have a skillslot rig installed with up to six slots, he or she can only benefit from one virtual feat and one virtual skill plus one of either type per point of positive Intelligence modifier. This simulates the limits of the human mind to assimilate all of this external information into any kind of useful whole. Thus, a character with a 12 Intelligence could chip in a Combat Reflexes feat, a delta grade Tumble skillset (3 ranks), and a Weapon Focus (Wyvern-X pulse rifle) feat with his +1 Intelligence modifier.

It takes a standard action to pull a chip out of a skillslot rig and the same to install a new one. New skills and feats 'chipped in' take effect instantly and do not require any extra time to upload. Skillsets and feats cannot be left off in the skillslot rig; if they are in the rig, they try to take effect. If a character has more skillsets and/or feats in their skillslot rig than they can use, none of them operate.

## Acquiring Skillware

The same rules for grades of cyberware apply to getting varying qualities of skillware. Characters can only use grades of skillware that are equal to or less than the grade of their biowire

## Skillware

System Name	Install DC	Purchase DC	Gamma	Delta	Beta	Alpha	Self Cost
Biowire	16	15	-	-	-	-	2d4
Skillslot Rig (2 slot)	15	14	-	-	-	-	1d6
- (4 slot)	16	16	-	-	-	-	1d6
- (6 slot)	17	18	-	-	-	-	1d6
Skill Chip	n/a	14	2 ranks	3 ranks	4 ranks	5 ranks	n/a
Feat Chip	n/a	14	-	-	-	-	n/a

and skillslot rigs; an alpha Bluff chip does a character no good if he only has a delta grade skillslot rig. Accordingly, a character cannot use any grade of physical skill chip if he does not have biowire installed.

**Biowire:** Comprised of a coil of nanofine wire that lays around the body's major motion centers and runs through the extremities, biowire guides the user through the complex physical movements associated with skills he or she does not normally possess. Once a character has biowire installed, every action feels slightly odd to them- this explains the Self cost associated with the procedure.

At the user's option, biowire can be luminescent, showing patterns through the skin whenever the character is using a skill or feat chip. This is purely cosmetic and has no rules impact at all. As a matter of style, many gunners in the sprawl like the digital look of a brightly glowing set of biowires, but others prefer subtlety and hide their systems accordingly.

**Skillslot Rig:** The heart of the skillware system, this mounts to the back of the character's skull and holds a variable set of plugs for the acceptance of skill and feat chips. This unit usually has a retractable cover to keep the chips safe while in use; this opens and closes by silent mental command as a free action. Skillslot rigs can be covered with a syntheflesh flap that even incorporates hair, but this is cosmetic only and has no benefit to a user's Self points.

**Skill Chip:** These small elongated pyramids hold the encoded equivalent of years of skill training that becomes part of a user's mind once installed. This system has become so commonplace that gamma level skill chips can be found almost anywhere. Burned out ones are often used as jewellery, as are useful ones as it is an easy way to carry and hide them until they need to be accessed. Any skill can be boiled down into a skill chip, but the most common are Knowledge skills and others that cannot be used untrained.

**Feat Chip:** These are much like skill chips, though the heavier reliance on instinctive level information tends to make them more complex in design and slightly longer. Feat chips can carry any feat listed in this book and any other approved for campaign use by the Games Master, although he has final authority over what can and cannot be encoded on a feat chip. A user must still obey prerequisites for feats, either through other chips or actually possessing the prerequisites in question.

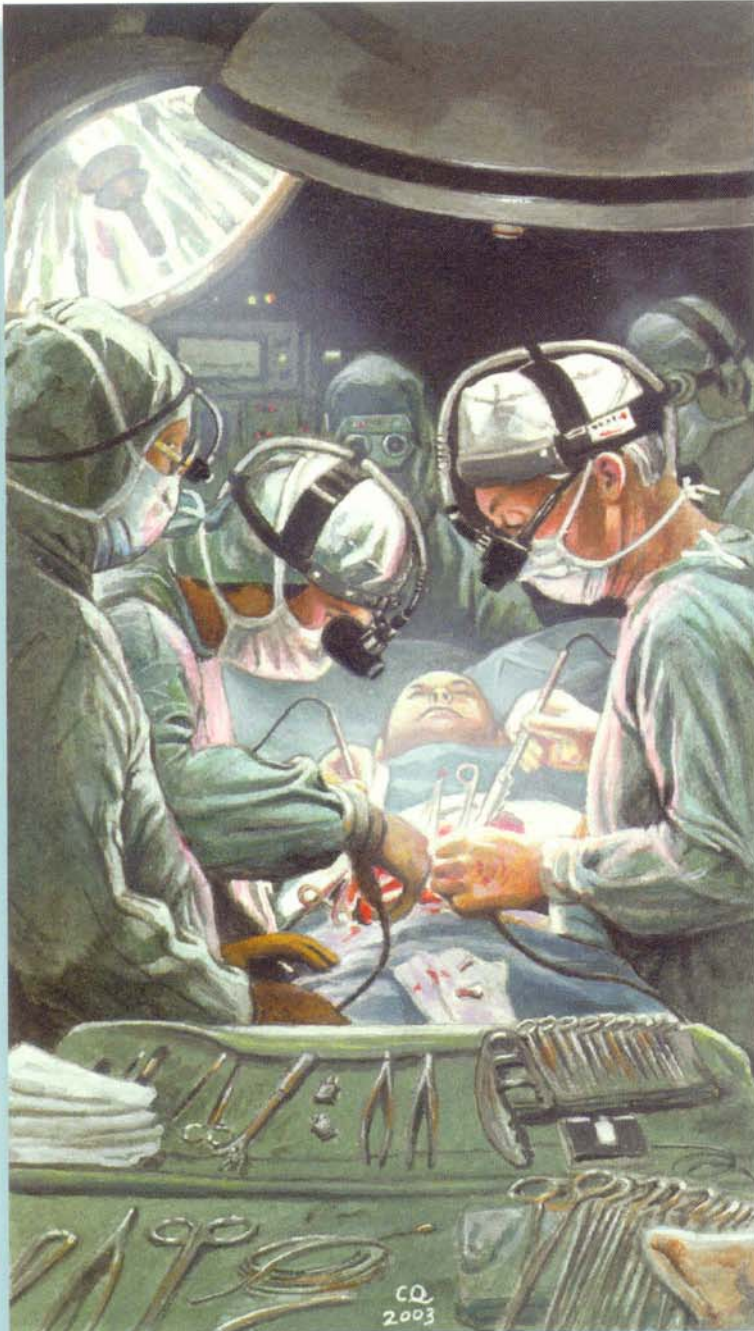
## PURCHASING CYBERGEAR

Gamma cybergear is available in so many locations and through so many different distributors (some of whom are legal, others of whom most assuredly are not) that it is assumed to be available whenever a Player Character wishes to acquire it. Higher grades of cyberware are not so easy to come across. It can be assumed that if a character can meet the DC of a delta grade item, he can find a dealer willing to part with the component. This kind of search takes 1d4 hours.

Beta grade cyberware is usually top-shelf equipment and only available in more upscale markets or through protected sellers on the black market. Jackers with the right talent tree abilities

can find these items, as can corporates with the right contacts. Otherwise, a character must make a Gather Information check with a DC equal to the base Purchase DC of the item to come across one for sale. At the Games Master's option, this may just locate an item of the appropriate type; actually getting it will be up to the Player Character himself to arrange.

Alpha grade cyberware is state of the art and almost always found in a new, unused condition in the possession of its creator or manufacturer. Getting alpha grade cyberware should always require a Gather Information check as per beta hardware, even for characters with the appropriate abilities and contacts, and may involve an adventure of its own just to gain it. Alpha cyberware is the top of the line in its type and never comes easily or cheaply to those who desire it.



Regardless of what it takes to get a piece of cyberware, its Purchase DC incorporates all of the basic fees involved in getting the item and paying for its installation. At the Games Master's prerogative, this value may not have to be paid by the Player Character wishing the item, but this should only be waived if the character went to a lot of trouble to get the item and has a contact (or other Player Character) willing to perform the installation.

If an item does have to be paid for in full, the Purchase DC is increased by the grade of the cybergear involved. Gamma gear is at the listed DC, while Delta grade items are at +2 to that value. Beta grade cybernetics are at +4 and Alpha, when they are available for purchase, weigh in at a hefty +6 to the basic Purchase DC.

## INSTALLATION

Once a piece of cyberware has been obtained through purchasing, theft, or whatever other means are at the character's disposal, it has to be installed before it can function. Cyberware installation is one part surgery, one part mechanical engineering, and one part bio-science. Anyone with basic medical training and mechanical aptitude can *attempt* to install a piece of cyberware, but most recipients are going to want someone with a little more experience to put them under the knife.

The installation process is fairly straightforward and assumes that the proper facilities are available. This includes surgical equipment, life support machines, and mechanical adjustment devices. If these are not present, items with an Install DC of 18 or higher cannot be installed at all and all other attempts are at a -4 improvised penalty. To install an item, the 'physician' must have ranks in the Medical, Craft (mechanical), and Craft (electronic) skills. A character can lack one of the Craft skills, but it imposes a -2 penalty to all installation checks.

The Install DC listed for each component is based on a gamma grade (or the lowest quality available for that component as listed on the chart). Every grade above this adds +2 to the DC. Every other factor of the installation dependent on the Install DC uses this

increased value when dealing with a piece of cybergear of delta or higher quality.

Surgery time equals the Install DC of the component divided by 4 in hours. This can be reduced by one hour for every -2 penalty the installing character wishes to impose on the skill check, up to a minimum of one hour. Recovery time is twice the final surgical time and is always assumed to occur without complications. The Games Master can impose other restrictions as per his discretion, but the basic system assumes that if the Installation is successful, recovery occurs normally.

There is a certain amount of assimilation that occurs with any new cybernetic system. A character, once he is out of recovery, must make an Intelligence check equal to the Install DC of the component (or 20, whichever is lower). This check can be repeated for every four hours dedicated to learning the new device. Until this check is made, the component acts as one grade of quality lower than its normal value. If the component is originally of gamma grade, it does not function effectively for anything but life support purposes until the check is passed. Once the Intelligence check is made, the component functions normally from then on. (Certain systems are completely autonomic and the Games Master can determine that some, like artificial digestion, require no assimilation check.)

## THE SELF SCORE

Cybernetics take a heavy toll on the psyche of the bearer. Losing a piece of one's body and having it replaced by cold, unfeeling metal can wear on the sanity of any character, much less one steeped in violence and taught to live as a paranoid constantly in fear of the System and what it can do. As such, cybergear can chip at the wall that keeps a character's mind and soul intact, driving him ever closer to a psychotic break of some kind.

In the game of Cybernet, this erosion of the psyche is represented by the Self score, a statistic directly determined by a Player Character's Charisma attribute. As the Self score is depleted by cybernetic gear, the Charisma score it is linked to diminishes as well, reducing any bonus the character might enjoy to social skills and bringing him ever closer to a psychosis of some kind. There are ways to stem this slow descent into madness, but nothing can completely immunise a character to the loss of his vital essence. If a character is going to look for the benefits of cybernetics, he will have to learn to cope with its drawbacks.

The Self score loss associated with any given piece of hardware is listed in the charts above and is taken directly from the character's Self as soon as installation is complete. A character cannot benefit from therapy (see the Medical (psychology) skill) for one full day after the installation of any given piece of cybernetics, which leave ample opportunity for a character to suffer a psychotic break before he can seek professional help.

A Games Master can impose any system for psychosis and phobias desired for characters suffering a loss of Self, but this book assumes a basic system that reduces the character's Charisma score by degrees and causes a loss of that character to the Games Master as a cyber-zomb (a mindless Non-Player Character who considers itself a true machine and has no compassion or conscience) if the Self score ever reaches 0.

A character loses a point of Charisma whenever their Self score falls below the listed Self value for Charisma as given in the Ability Score section of this book. Effectively, Self must always be above this minimum value listed for each Charisma point, reducing the latter value if it declines. For example, a character with a 115 Self score (Charisma 14) loses his left arm and gets a cybernetic replacement. It costs him 2d6 Self. If the roll is 6 or more, this will take him below the 110 minimum for a 14 Charisma and he will lose a point, going down to 13.

Self losses from systems that could occur twice to cover double installations (i.e. cybereyes, arms, legs, or cyberears) only occur once whether the system is installed in one item or both. The only exceptions are the eyes, ears, arms, and legs themselves. The self loss listed is per item in this case. Remember that some cybernetics require installation in two items as opposed to just one.

It had become an evening ritual. Rip and Hellcat would take in dinner in the flat's living room while Jet would stand on the covered balcony and work through his nightly katas. It was actually kind of relaxing in a bizarre way, eating to the sight of his sleek, cyber-sculpted body turning in ways that no human should and with a speed that no human could match. His mastery of the short crystal blades he was wielding was unquestionable, but how much of that was training and how much came from a set of chips and wires could not be determined.

It had been a week since she had last brought it up, so it came as no surprise to Rip when his lithe super hacker shoved a piece of steamed tofu on the end of a chopstick into his field of vision. 'Hey! I am talking here, zoner!'

He answered with a sardonic grin, not taking his eyes off the display of martial prowess on the patio. 'When aren't you talking, Cat?'

'I mean it, Rip. I wanna know what this gunner is with us. Look at him. He's all chromed inside, and that kind of gear don't come cheap. He's way out of our league and you know it. He is gonna sell us out, I just know it. We are toast the first time we go out with this dreg-head.'

Rip shook his head. 'One, we have already been out, and we did not become, as you put it, toast.' He held up a pair of the metal fingers on his right hand. 'Two, he is packing some slick gear, but I don't think he's on the chip of some mega-corp for it. I think he's on the run, so he has as much to lose as we do. Maybe more.'

Hellcat stuck the tofu chunk into her mouth and chewed petulantly as she thought about that. 'Okay,' she said with her mouth full, 'I can buy that. Is there a three?'

Her question was answered by Jet, who slid open the patio door, pulled on a synthesilk black robe, and crossed to fetch himself some food. 'Three, this gunner is also packing cyberaudio, so keep your voice down next time, dreg-head.'

# THE WEB - WORLDS WITHIN WORLDS

One of the central concepts in any cyberpunk genre game, the veritable 'net' in Cybernet, the Web is a digital landscape that connects the vast computing resources of the world into a single coherent construction that those with the skills and the hardware to navigate can use to find all sorts of data and information. From a quick sprint through the electron streams to find every file ever produced on German bondage porn to a full night spent trying to crack through Fujimitsu's primary code lock, the world of the Web is a virtually real as it is complex.

Unique in its existence as a complex array of codes and subroutines that impose its existence on the minds of those who perceive it, the Web is a vast Schrödinger's Cat of a world. It only exists for those who witness it, while those without the power or inclination to do so can only experience the after-effects of events that take place there. When a gunner's team has the webcrawler convince a locked door to open, all the members of that team see is a flicker across a data console and the door opening.

To the webcrawler, there is a great deal more that occurs in what perceptually is ten times the amount of time that passes in the real world (or 'topside', as some webcrawlers like to call it). He finds an untraceable way into the Web, translates his consciousness to a digital construct for access to the systems of this computerised world, and then seemingly physically forces the representations of the door's locking protocols to obey his open request. From start to finish, most operations in the

Web take less than a minute to complete and feel like far longer to the character doing them.

This time fugue makes it possible for webcrawlers to accomplish a great deal while keeping pace with their companions in the real world. These are companions the webcrawler direly needs to have, as the Web occupies almost all of a user's attention, leaving them very vulnerable while they are immersively exploring it. Webcrawlers may have an exclusive ticket to a whole new world, but it can also be a one-way trip to the morgue for the incautious.

## BASIC WEB CONCEPTS

An entire book the size of this rulebook could be devoted to the subject of the Web and its many nuances and structures. For sake of simplicity and easy tailoring to fit whatever role a Games Master may wish to give the Web in his campaign, the Web has been outlined in its most basic form here. Any number of complications can be added to this framework to make the Web as complex, or even more complicated, than the real campaign world. Entire scenarios and story arcs could take place inside the Web without characters ever leaving its electronic horizons.

Simply put, the Web is a massive immersive reality that exists as a constant flow of digital information collated by hardware and turned into a perceptual frame of reference for users to interact with. The easiest way to imagine the Web is to picture an alternate reality where everything and everyone in it is a construction of data. In many ways, this description is appropriate for the real world as well, but in the Web, the data that creates and maintains existence can be altered directly by those who know how.

This manipulation is the true purpose of the Web and the calling of many webcrawlers both legitimate and illicit. For most users, manipulation of the Web's data is limited to basic use of objects in the fashion to which they were created. A server admin for a small corporation might never do more than enter the Web to carry 'books' to a storage room with



'bookshelves' and catalogue them for later use. In this way, the admin is actually adding complicated sets of files from around his company into a back-up array and creating a sorting table for future access. In this way, the Web has made difficult job very easy by giving them a mundane appearance.

For advanced users, such as WebSec (web security) agents and criminal webcrawlers, the Web becomes a much more complicated place. Walls are just streams of data that can be cut through and restored to discourage pursuit, doors are riddles to be broken and bypassed, and no data file is safe if someone can access it in any way. Security personnel and hackers engage in a constant dance, testing their skills against each other in a never-ending contest to either keep information safely locked away or set it free for the world to see.

For sake of ease, the Web is defined in this book as a pair of concepts; constructs and programs. In reality, the Web is far more complex, but everything in it and everything that transpires within its boundaries can be placed in one of these two categories. Constructs are the walls, roads, sky, and everything 'static' that exists in the digital world. Conversely, everything that moves or acts—dynamic items—are programs.

## COMBAT IN THE WEB

Combat fought in the Web occurs just like regular combat, save that the only weapons that exist are those generated by programs. Devas and ICE can engage in hand to hand unarmed combat, but this still draws an attack of opportunity if the combatant(s) does not have the appropriate feat. All damage suffered during digital combat feels real, but no one can go to negative hit points. In essence, all fights end at zero hit points; this holds true for programs and character.

Programs dissolve when they reach 0 hit points (though see the Hack and Copy actions for exceptions). Characters who lose all their hit points to normal (as opposed to subdual, which can be inflicted in the Web) damage must make an emergency Exit check. A specific Webdeck upgrade can add to this check, but no other class abilities or talent tree features do. If this check succeeds, the character comes out of the Web immediately at 0 hit points from subdual damage and falls immediately unconscious. This occurs automatically if the character suffers unconsciousness directly from subdual damage in the Web.

If the roll fails, things are considerably more serious. The character still leaves the Web, but he is at -1 hit points from real damage and must roll to stabilise as normal. This damage is all psychosomatic and neurological, but it can be healed normally with Medical checks and long term care. Damage Reduction gained from real world items and cybergear does not affect damage taken in the Web at all.

When a character leaves the Web voluntarily, they take the damage they have suffered with them to their real world bodies. Normal damage converts instantly to subdual damage and can be healed normally. Subdual damage suffered in the web instantly heals half its value but the rest remains. If a character is already damaged and enters the web, normal damage is applied to his Devas as real damage and subdual damage is doubled and remains subdual. This does mean that a character with half or

more of his hit points as subdual damage cannot enter the Web without passing out and bouncing right back to the real world.

## GETTING IN, GETTING OUT, AND GETTING AROUND


Going immersive into the Web is not normally a difficult procedure. Anyone with a Web account (which is a standard part of legitimate living for anyone in the System in a Cybernet game can do so. Corporates and most Professionals automatically start play with a Web account, as can any other character who wants one. The problem with entering the Web this way is that all legitimate accounts are tracked. For characters who wish to do things in the Web they would rather not become public (and corporate) knowledge, other avenues of entry have to be found.

Jacking into the Web, or 'going deep', without being traced requires a Webdeck of any variety, a cellular phone or similar connection, and a Computer Use roll with a DC equal to 10 plus the Security factor of the current sector the character is in. Use the following chart to calculate the standard value of this Security, but keep in mind that a Games Master can raise or lower this value by +/- up to 10 to reflect additional or lax measures in place to defeat hacking. Connecting is a standard action, but it can be combined with making a physical connection to the web as a single action. Physical connections are harder to initiate subtly and a user making one suffers a -5 to his Computer Use skill for the purpose of hiding from the server's Scanner program during Entry only.

Area Type	Sector Security Factor
Sprawl Street	5
Commercial or Local Business District	10
Industrial Park	15
Government Area	20
Server Room in a major Corporation	25

Getting back out of the Web is an full round action and an opposed roll of the webcrawler's Computer Use skill against the current server's Security rating. The DC is 15, and if the webcrawler fails to succeed in this opposed test, he must wait ten full rounds (one round to the outside world) or move to a different server before he can attempt to leave again. Three failed attempts to leave usually alerts WebSec, a fate that is best left to the Games Master to decide the particulars of. A lot of running and fighting will generally be involved.

The same basic procedure must also be followed any time a character wishes to move into or out of a server with a Private access setting. A Computer Use check must be made by the user against a DC equal to the server's Security Rating (which varies from server to server, as noted below). If the character has been detected by the server's Scanner program, this check's DC is increased by +5. A failed roll always reveals the user to the server's Scanner program no matter what other software he may be running for concealment. This is called Leaping if



it does not take place at a Portal and is described in more detail below.

## CONSTRUCTS IN THE WEB

When a character enters the Web, everything they see as part of the environment is a construct. These can be as ubiquitous as a chair or rock or as complicated as a full-scale fortress with searchlights and locked gates. The simple rule of thumb on constructs over programs is that if an object is either complete non-motive (a wall) or reacts in the exact same way to stimulus regardless of source (a door), it is a construct. Constructs are very easy to create in the Web and just as easy under normal circumstances to destroy.

To keep things simple, a web construct can be treated exactly like its real world analogue in terms of statistics, behaviour, and resistance to breakage. A wooden door in the Web is the same as a wooden door in the Web, all the way down to the splinters that result when it is broken by force. These splinters may actually be tiny sub-constructs that are written automatically by the Web when the `<object>=door` is broken, but that is of little consequence to a webcrawler with one stuck in his hand. Objects have action and reaction, unless server conditions (see the Servers and Web Law section below) declare otherwise.

**Construct Creation/Destruction:** A construct can be written or unwritten by any user with access to the object's core server. Gaining access to the server is a matter for the Computer Use skill and must be initiated by a webcrawler with an immersive connection to the server in question. This is covered in more detail in the Actions in the Web section.

To create or destroy an object, a webcrawler must make a Computer Use check against a DC equal to 5 plus the Security level of the core server (if the server has not been bypassed or hacked in the last round) plus the hardness of the object in question. The harder the object, the more memory is occupied with maintaining its existence; thus, the check is more difficult for harder objects. The object's appearance is irrelevant and entirely up to the creating user. One check is needed for every 10 cubic feet of material created or destroyed and every subsequent roll increases the DC by 1 to a maximum DC of 40.

A user can only create as much material as a given server's area can hold. This is not usually a limitation, as even the smallest server generates at least 1000 square feet of formatted space. Only when a user wishes to create massive structures is this a concern, and servers can be chained together to provide more space if necessary.

## PROGRAMS AND THEIR USERS

Programs are much more vibrant and active than constructs and can be as simple as a functional pencil or as complicated as a swarm of bees with each insect individually rendered for exacting detail. Programs are how things get done in the Web and are its ultimate reason for existence. Generally, programs are either cosmetic, like a flight of birds that provide a touch of realism to a blue sky construct, or direct, such as a working scientific calculator resting on a table construct.

In our previous example, the books, catalogue, and shelves of the admin's Web reality are all programs. The books are data files that get created when users in the real world generate information on their non-immersive computers in the company's offices. The shelves are storage routines that take the 'books' and add their contents to the corporation's back-up database. The catalogue is a search routine that is updated whenever new information is added to the database. In this way, the mundane act of picking up books, sticking them on a shelf, and writing their titles in a catalogue ledger becomes representative of real computing.

Programs can be very complex to write originally, but the Web is so graphically intense and since virtually everything has a 'physical' symbol within it, the system has become sophisticated enough that most webcrawlers can just use what appear to be tools and parts to build new programs without even thinking about the streams of intricate code they are creating. For virtually any application that matches something supercomputers of the modern era can accomplish, there are graphical analogues that can be assembled by digital hand to achieve the same result.

Because of this ease, most 'programming' does not require a skill check; these operations only require time. Roughly, one round's worth of work in the web will generate a basic computer function for a Web program. For example, if Hellecat needs a complex graphic editor on the fly, she could call up an artist's kit and get to work. Thought she appears to be handling paint sets and brushes, she is actually writing a sophisticated graphics program.

Four or five rounds later, she has a digital representation of an art workshop. In the real world, she has just written a fully functional graphic manipulation and creation suite of programs. (In her own inimical fashion, she decides to call it 'Paw Printz 1.0' and links the new workshop to the Web for public access, but then, Hellecat is just like that.)

For the purpose of the Cybernet game, normal and mundane programming like this is assumed to take place in the downtime between adventures and whenever it is needed. The real game-worthy facet of programming comes from the second most common thing to occur in the Web; illegal activity. The Web is not designed for users to do things outside the standard parameters of enter-use authorised programs-exit. For everything else users might wish to do, such as break open a database and steal its information, programs have to be written.

## DEVAS - WHAT DO YOU LOOK LIKE IN THE WEB?

For sake of convenience, most webcrawlers look like themselves for the most part when they translate their awareness into the Web. This is a simple matter and most Webdecks are set to default to this appearance automatically, taking the user's image from an on-board imaging camera and rendering software. Users are free to modify their Devas as much as they desire, with feats of programming finesse making even the most outlandish appearance quite possible.

A webcrawler retains all of his or her statistics in the Web, with one important difference. A webcrawler (as defined as a Player Character with an actual level or levels in the webcrawler class) may replace his Strength with his Intelligence score, his Dexterity with his Wisdom score, and/or his Constitution with his Charisma score if desired. This can be done piecemeal, replacing one or two without doing all three, and this effect only exists in the Web. For appearance's sake, this tends to be reflected in the outward identity of the character's Deva in some way.

Webcrawlers are usually very proud of their custom Devas and are not limited to only one. A character can have as many Devas as desired, with each one switchable as a standard action. Devas are always marked with a code stream of data identifying the user for internal purposes, so switching Devas will not fool a combat program into thinking a user is someone else. Still, for a sense of style, nothing beats a compliment of slick, custom Devas for use while roaming the digital wilds of the Web.

These special programs come in three varieties; combat, stealth, and transportation. The first, combat, is used to deal with the most common form of protection servers use to stop unwanted access; ICE drones. ICE drones come in an infinite array of shapes and capabilities, but they all effectively try to destroy or imprison a webcrawler's digital presence (also called a Deva).

Devas and ICE are just like characters in the real world; they have hit points and statistics and combat is run almost the same between them as it is under real world circumstances. The Actions in the Web section has more information on Web Combat.

Stealth programs hide the user, given him the tools he needs to crack into protected areas, and extract the information he is after. Combat programs may defend and attack, but stealth programs get the real job done from behind the scenes. A webcrawler can wreak a lot of havoc with a *blaster* program, but he will accomplish a lot more with an *icepick* or a *pirate* subroutine in the long run.

Lastly, the Web is a big place and normal movement is very slow. A character must normally leap from one server to the next in a long chain of digital travel before reaching the area he wants to be in. Transportation programs can make this trip a lot faster, a lot shorter, or both. From the *chariot* program which creates a virtual conveyance for swifter movement to the *transporter* code which, if successful, can transport a webcrawler from one server to another without moving through the intervening Web space, these programs can cut down on a lot of travel time.

## COMBAT PROGRAMS

Combat programming takes the form of weapons, armour, or defensive/offensive measure such as drones or external effects. These can be written on the fly, as noted in their creation DCs (checked against the Computer Use skill), or purchased as programs to be uploaded into a Webdeck. Webdecks only have a certain number of sectors available for program data; this must be shared by the programs a character brings with him into the Web and anything he wishes to take back out with him.

Combat programs can be very powerful, but they are also resource intensive and take up a lot of room in a user's computer. Of all the program types, combat programs are generally the easiest to write and the largest to store. Combat programs take a single round to write, which makes them quick to construct when needed, and are almost always a standard action to invoke. The only exception are Creator programs, which make drones and external effects to do the user's fighting for him. These are full round actions to initiate. Other program details are listed in the individual program descriptions.

The chart below summarises all of the relevant statistics for Combat programs, including the Minimum Skill to Use value. This is the number of ranks the user must have in Computer Use to activate the program. If a user does not have the requisite number of ranks in the Computer Use skill, the program is simply too complicated to run accurately and suffers a 10% chance of failure for every point the character's skill ranks are below the Minimum value.





Programs that are dismissed are retained for further use unless the Duration is noted as being ablative. Ablative duration programs burn themselves out after one use and must be repurchased or rewritten before that can be used again. Programs can also be stolen from other Webdecks and servers as per the Copy action described below.

**Armour:** This program, like most, can take any form the webcrawler wishes it to. Most runners in the Web choose to manifest this program as a suit of high tech looking battle armour, but some enthusiasts make it look like chain mail, science fiction uniforms, or anything else they can imagine. This program is the only way to gain an armour bonus in the Web, granting a armour bonus of +4 in its base form. A character can increase this bonus by raising the Minimum Skill to Use, Purchase DC, and Programming DC by 1 each for each +1 increase to a maximum bonus of +10.

**Blade:** The blade program creates a weapon of the user's type choice that is carried with him after being activated. This can be any weapon the user desires, but its damage code is fixed no matter which weapon is resembles. In its basic iteration, the blade program does 1d4 damage with a successful strike. The Blade program can have the following enhancements added:

Enhancement	Cost Increase**
+1d4 damage*	1 point
+1 to attack rolls with this weapon*	1 point
Double weapon (shares all enhancements with both damaging heads)	2 points
Reach weapon (10 ft.)	1 point
Reach weapon (flexible, can be used to attack 10 ft out and adjacent targets as well)	2 points
Disruptor (+1d6 electrical damage per strike)	1 point
Power surge (Disruptor and +2d10 extra electrical damage on a confirmed critical hit)	2 points

\* This enhancement can be added once for every two full levels of the webcrawler character class possessed by the character.

\*\* This increase is added to the program's Minimum Skill to Use, Purchase DC, and Programming DC values, making it harder to use successfully and more expensive in funds or time to obtain.

**Blaster:** This program creates a ranged weapon (which may or may not have any visible 'weapon' at the character's option) that the user can fire as often as he has attacks available for ten full rounds (which may provide slightly more than ten rounds of attacks if the character can take an additional partial action

Program Name	Minimum Skill to Use	Effect	Purchase DC	Programming DC*	Time to Run	Duration**	Size***
Armour	4	Character gains a suit of digital armour against program attacks	10	20	1 action	Session	1 block
Blade	4	Manifests a weapon for use against adjacent Web targets	9	18	1 action	Session	1 block
Blaster	5	Manifests a ranged attack weapon for use in the Web	10	20	1 action	10 rounds	2 blocks
Bomb	8	Sets up a time delayed or remote triggered explosion	12	24	1 action	Until detonated	3 blocks
Decoy (Creation)	6	Creates a false image for attacks to home in on and be negated	13	26	1 round	10 rounds, ablative	4 blocks
Drill	4	Assaults constructs directly	9	18	1 action	Until dismissed or successful	1 block
Drone (Creation)	6	A remote program that can attack and defend autonomously	12	24	1 round	10 rounds	5 blocks
Shield	4	Deflects damage and provides cover against ranged assault	8	16	1 action	Session	2 blocks

\* Programs can be directly assaulted by hacking and dissolved. The DC for a character to do this is the Programming DC of the program + 5 and each attempt takes one full round. A successful roll disables the program and forces the character to have to re-run it at its normal run time. If a program is disabled in this way three times in the same 24 hour period, it dissolves and its code is ruined. A character cannot repair ruined code and the program must be purchased again or rewritten.

\*\* A program with the Session duration lasts from the time it is run until the character wishes to dismiss it or they leave the Web. These programs also fail as normal if they are dissolved through hacking. Their persistent nature makes them easier to hack; these programs do not add 5 to their Programming DC for purposes of the skill check needed to hack them.

\*\*\* Any time a program's Minimum Skill to Use and/or Programming DC is increased for any reason, the size of the program increases by 1 block for every 2 points of increase.

the same round this program is used). The Blaster program can take any form, but it operates exactly like a ranged weapon in the real world with the ability to make a single shot with each attack action for 1d6 damage at a range of 30 feet and a critical threat range of 20/x2. This weapon can have the following enhancements added:

Enhancement	Cost Increase**
+1 to attack and damage rolls with this weapon*	1 point
+30 feet to base range increment*	1 point
Ability to make three-round burst shots	1 point
Ability to use full automatic attacks	2 points
Critical range of 19-20	1 point
Grounding Shot (ignores 1 point of Damage Reduction per strike)*	1 point

\* This enhancement can be added once for every two full levels of the webcrawler character class possessed by the character.

\*\* This increase is added to the program's Minimum Skill to Use, Purchase DC, and Programming DC values, making it harder to use successfully and more expensive in funds or time to obtain.

**Bomb:** This program creates a visible explosive device (which can be of any shape or appearance the programmer desires, but can always be found with a Search check at a DC: 15) that will attach itself to any surface on any construct in the Web. This device can be set for a time delay up to 24 hours from its deployment time or can be triggered to go off by a remote signal transmitted from the character anywhere on the same server or from an adjacent server. Bomb programs can be diffused as per the Demolitions skill description.

The explosive created by this program does 1d10 damage for every two levels of webcrawler possessed by the programmer. This can have up to 5d10 added in addition by increasing the program's Minimum Skill to Use, Purchase DC, and Programming DC values by 2 points per extra d10. Bomb programs have a set blast radius of 10 feet; this increases 5 feet for every extra 1d10 the program inflicts as damage.

**Decoy:** A decoy program creates a detailed digital duplicate of the character (though it does not have to physically resemble the character, as many users tailor their decoys to look like everything from doves to glowing motes of energy) and sends it off at its full movement rate of 120 feet per round in any direction the user wishes to determine. The Decoy draws attacks towards it, fooling ICE programs 50% of the time. This can be increased by 10% for every 2 points of increase to the program's Minimum Skill to Use, Purchase DC, and Programming DC values, up to 90% success.

Once an attack successfully hits a decoy (which benefits from any defence value bonuses the original character does but cannot do anything but run and defend), the program is ruined and it disincorporates. ICE that is successfully fooled by a Decoy wastes a full rounds worth of attacks, even if its first one hits and dispels the program.

**Drill:** A Drill is the most common way a webcrawler gets through structures that stand between him and his data goals in the web. Drills do one point of hit point damage to any structure, regardless of its usual Hardness, each round that it runs. Drills have a physical presence and can be attacked by ICE or other characters. A Drill manifestation has a Hardness of 8 and as many hit points as its Programming DC, which can be increased to make the Drill more resilient. This increase also affects the program's Purchase DC, but not any other basic characteristic.

**Drone:** Also called the 'sidekick' program, drones come in many shapes and sizes. A Drone attacks once each round at the user's direction, can use any program the character wishes to activate for it separately, and uses the character's base attack roll plus any bonuses the combat programs grant it. A drone comes with no armour and has 20 hit points. This can be modified at a rate of 5 hit points per 1 point increase to the program's Minimum Skill to Use, Purchase DC, and Programming DC values.

For example, Hellcat has found herself in a dark Web sector with a Gladiator ICE program hard on her heels. She already has a Blade program going, but she knows she needs some backup. She has a 50 hit point Drone program on her deck, so she punches it up. The program has a Minimum Skill to Use of 12



(the base 6 plus 6 for 30 extra hit points), well under her 15 ranks of Computer Use. Before the Gladiator arrives, she runs a second Blade program for the Drone and sends it into battle. If she has wished to, she could have cancelled the run time on her own Blade program and given it to the Drone instead, but she had two copies on her Deck and decided to keep hers handy.

**Shield:** This program creates a shield of any type or appearance the user wishes. The shield has proximity and attack sensing and hovers into the way of anything that might harm its focus. Most webcrawlers make themselves the focus of a Shield program, but some keep a second copy on their decks to ensure that anyone they might have to escort can be protected as well. Shield programs provide 50% cover to their focus and a shield armour bonus of +1. This bonus can be increased by raising the program's Minimum Skill to Use, Purchase DC, and Programming DC by 2 each for each +1 increase to a maximum bonus of +5. A character can only benefit from one Shield program at once, but it does stack with Armour.

## STEALTH PROGRAMS

The real workhorses of the Web, Stealth programs handle all of the behind the scenes subterfuge and effort involved in the process of making the Web give up data in ways it was never designed to do. From *cloak* programs that hide the user from detection routines to the *scanner* program that provides details about any structure or program it gets directed against, these programs are invaluable to any webcrawler interested in succeeding at the high stakes game of information 'acquisition'.

Program Name	Minimum Skill to Use	Effect	Purchase DC	Programming DC*	Time to Run	Duration**	Size***
Bewilder	4	Confuses an ICE program	12	24	1 action	1d4 rounds	2 blocks
Cloak	6	Hides the user from a server's <i>scanner</i> program	13	26	1 round	Server Session	3 blocks
Clone	4	Copies a file, leaving the original intact	12	24	1d10 rounds	Instantaneous	4 blocks
Erase	5	Deletes a file from a server and/or seeks its backups	11	22	1 round	Instantaneous	2 blocks
Icepick	5	Weakens a program for the purpose of hacking	12	24	1 action	10 rounds	1 block
Pirate	9	Quick-copies data, even through protection	15	30	1d10 rounds	Session	5 blocks
Rogue	5	Makes a user very hard to detect in the Web	13	26	1 action	Session	4 blocks
Scanner	4	Scans and interprets digital information for a user	10	20	1 round	Instantaneous	1 block

\* Programs can be directly assaulted by hacking and dissolved. The DC for a character to do this is the Programming DC of the program + 5 and each attempt takes one full round. A successful roll disables the program and forces the character to have to re-run it at its normal run time. If a program is disabled in this way three times in the same 24 hour period, it dissolves and its code is ruined. A character cannot repair ruined code and the program must be purchased again or rewritten.

\*\* A program with the Session duration lasts from the time it is run until the character wishes to dismiss it or they leave the Web. These programs also fail as normal if they are dissolved through hacking. Their persistent nature makes them easier to hack; these programs do not add 5 to their Programming DC for purposes of the skill check needed to hack them. A program with the Server Session duration lasts for as long as a character remains on the server where the program was initiated.

\*\*\* Any time a program's Minimum Skill to Use and/or Programming DC is increased for any reason, the size of the program increases by 1 block for every 2 points of increase.

Stealth programs are difficult to write and usually quite sizeable as well. The situations that a stealth program has to be capable of handling can get very complex, so they must be both adaptable and powerful enough to persevere in the most adverse of conditions. These demands make for difficult programming tasks and ensure that it takes a lot of code to handle what might seem to an outside observer like a mundane or simple task. Even a *bewilder* program which does nothing but confuse a target ICE program can be hundreds of pages in length, making it a real chore for a programmer to create on short notice.

Stealth programs take one minute to write for every block of length and that is with the benefit of graphical coding. The benefit to stealth programs is that they can be written while not in the Web immersively. In the real world, this task takes ten minutes of solid coding per block of length, but it can be written on a standard system whereas Combat and Transportation programs cannot.

**Bewilder:** The Bewilder program generates streams of false data and inundates an ICE program with them in an attempt to confuse it. This program requires a ranged touch attack against the ICE in question to be effective, and the ICE gets a Will save to avoid its effects. Bewilder starts at a base DC of 14 and can have its DC increased by +1 for every point of increase in Bewilder's Minimum Skill to Use, Purchase DC, and Programming DC values.

A failed saving throw makes an ICE program 50% (1 to 50 on a d100) likely to do nothing during a given round, 25% (51 to 75 on a d100) likely to flee the user, 20% (76 to 95 on a d100) likely

to act normally, and 5% (96 to 100 on a d100) likely to attack its nearest ally or whatever construct it has been tasked to defend.

**Cloak:** A user with the Cloak program can make himself invisible to a server's *scanner* program, which is the basic level of detection that a server uses on a constant basis. While it is being initiated, a character cannot be detected, so a user who activates Cloak upon first entering a server's Webspaces may not be detected as entering at all. To determine if Cloak is successful, the character must make an opposed roll using his Computer Use skill bonus against the server's Security rating + 5. The DC for the opposed check is 15 and the highest success margin wins.

If the server is successful, the character is detected immediately and flagged as a hostile. If the character wins, he remains invisible for as long as he remains on that server. An 'invisible' character in the Web cannot be targeted or detected by ICE programs until they either run a Combat program within line of sight of one of them or initiates a Copy action or tries to dissolve any server constructs. At that point, the Cloak fails and the character can be detected normally. Bomb and Pirate programs do not negate a Cloak program until they are fully activated, so a character can set one up without losing their protection.

**Clone:** A user booting up the clone program is performing one of the most common activities in the Web- copying a file. Millions of legitimate Clone operations occur in the Web each day, but most of the illegal actions that happen on servers across the globe involve Clone as well. Clone works automatically to copy one file at a rate of one block per round from its original location to the user's Webdeck or allocated memory server (or both, if the user chooses) as long as the file's server assigned rights for the user to do so. A user must have line of effect to the physical representation of a file he wants to copy, so walls or vaults must usually be breached to use it.

When this does not occur, such as when a file is being stolen or illegally accessed, the webcrawler running Clone must make an opposed check using his Computer Use skill against the server's Security rating +5. The DC for the opposed check is 10 and the highest success margin wins. If the server wins, the program becomes locked and cannot be Cloned or Pirated for 10 full rounds. If the user wins, copying begins and the user must maintain his connection to the server (which will likely be opposed by whatever ICE the server has at its disposal) until the duration of the copy is completed.

**Erase:** This program erases a selected structure or program at a rate of one block per round. Like destroying a construct through hacking, Erase is automatically successful as long as the server is not actively attempting to deny a character access. Unlike hacking, Erase can simultaneously affect every copy of a specific structure or program that exists on a single server. Erase, when used against a normal program or structure, pits the user's Computer Use check against a DC equal to the program's Programming DC.

ICE programs subject to Erase may make a Fortitude save against the Erase program's DC (which begins at 14 but can be increased in the same manner as Bewilder above) to resist the effect. If successful, the Erase program fails and cannot be used against that ICE program or its type again for 24 hours. If the save fails, the ICE loses 10 hit points per round until either the webcrawler leaves the server or the ICE reaches 0 hit points and disincorporates. ICE programs can only be targeted one at a time by Erase, even if multiple copies of the same file exist on the same server.

**Icepick:** Icepick is subtle form of hacking handled by a program rather than by direct code manipulation. A user targets a structure or a program with Icepick and weakens it with each use. Once per round, assuming the character makes a ranged or melee (depending on range) touch attack, Icepick reduces the structure's Programming DC by 1 for the purpose of using Erase or direct hacking attempts against it. If aimed at ICE, an Icepick program lowers its Defence Value by 2 for every round it operates. Nothing can shut an Icepick program down except the user commanding it to cease or it being targeted by an effect that Erases or hacks it back.

**Pirate:** This program, which often takes the form of a skull and crossbones flag blowing in the 'breeze' around the character or a digital eye patch that projects a beam of light at the target object, is a sophisticated form of the Clone program that is not impeded by physical objects and can operate while the character is off-server or even out of the Web altogether. Pirate functions just like Clone, but can send the data it collects to any predetermined storage media and does not require the user's presence once it is run.

Pirate must be initiated within 30 feet of a file or program's location. If the target file is mobile, such as a Combat program on the Webdeck of an opponent's Deva, the user must succeed at a ranged touch attack. Once initiated, only



the target's logging fully out or a successful hack can break the Pirate's connection. Pirate has a duration of Session listed because it can be set to actively begin copying a program at anytime once it has been initiated as long as the user is in the Web when it activates. If the user initiates Pirate and then logs out before it begins copying a file, Pirate terminates.

**Rogue:** Rogue is the stealth program of stealth programs. It makes a character harder to detect to other Devas and ICE routines without affecting them directly like Bewilder does. The practical effects of Rogue are a +10 program bonus to Hide and Move Silently skills while in the Web. Rogue is a fairly straight forward program and cannot be modified upward to provide more of a bonus. It functions as written and does so quite effectively.

**Scanner:** Scanner is the most commonly run program on the web, even more so than Clone. When a character encounters a program of any kind on the Web, be it a structure like a tree or chair or an ICE enforcer, there is no immediate way to know exactly what the program is capable of. This piece of common but very valuable software analyses programs and returns detailed information about the subject to the user. Scanner can only be used once, successfully or not, on any given program once every hour in the Web.

To use Scanner, a webcrawler makes a Computer Use check with a bonus equal to this program's Scan rating. Scanner starts with a Scan rating of +0 and can be improved up to +10 in the same manner as Bewilder listed above. The result of this skill check, after the Scan bonus has been added, is compared to the following chart:



Scanner is always run by default by servers, as this program is what allows a server to monitor and administrate its own system. Every round that a user spends on a server and whenever he

wishes to enter or leave a Private server, he must make a Computer Use check if he wishes to remain hidden. This check is treated just like an opposed Hide check with the server using its Security rating and adding the quality of its Scanner program's Scan rating as a static value. Thus, if a webcrawler were to try and access a Data Vault server with a Security Rating of 20 and a Scanner program (Scan rating: +4), his Computer Use DC every round to enter without being detected and every round thereafter would be a 24.

## Scanner Checks

Check Result	Information Gained
Below 10	No data available; Scanner fails to reveal anything about the subject.
10-15	Any single value desired about the program (Programming DC, etc.) plus the program or structure's name (if any).
16-20	As 10-15, but two pieces of data are returned along with the programmer's handle or alias.
21-25	Scanner reveals as per 16-20, but gives back three values and reveals what improvements have been made past the basic form of the program in question.
26-30	This result reveals the entire statistic block of the ICE or program to the user.
31+	As 26-30, but any actions against the program (hacking, Erase, Clone, etc.) gain a +1 insight bonus because of the detailed information given by this use of Scanner.

Program Name	Minimum Skill to Use	Effect	Purchase DC	Programming DC*	Time to Run	Duration**	Size
Alacrity	11	Allows the user to take multiple actions	14	28	1 action	2d6 rounds	2 blocks
Bus (Creation)	8	Transports multiple people across a server	13	26	1 round	Server Session	4 blocks
Chariot (Creation)	7	Creates a personal conveyance	12	24	1 round	Server Session	3 blocks
Flicker	10	Keeps the presence of the user unpredictable	14	28	1 action	2d6 rounds	3 blocks
Fly	9	Allows a user to move in a server's 'air space'	14	28	1 round	Server Session	1 block
Motivator	7	Increases movement speed in the Web	12	24	1 round	Server Session	2 blocks
Server Shock	11	Generates a movement pulse with an area affect	15	30	1 round	Instantaneous (ablative)	1 block
Teleport	18	Moves instantly from one point to another	20	40	1 action	Instantaneous	8 blocks

\* Programs can be directly assaulted by hacking and dissolved. The DC for a character to do this is the Programming DC of the program + 5 and each attempt takes one full round. A successful roll disables the program and forces the character to have to re-run it at its normal run time. If a program is disabled in this way three times in the same 24 hour period, it dissolves and its code is ruined. A character cannot repair ruined code and the program must be purchased again or rewritten.

\*\* A program with the Session duration lasts from the time it is run until the character wishes to dismiss it or they leave the Web. These programs also fail as normal if they are dissolved through hacking. Their persistent nature makes them easier to hack; these programs do not add 5 to their Programming DC for purposes of the skill check needed to hack them. A program with the Server Session duration lasts for as long as a character remains on the server where the program was initiated.

## TRANSPORTATION PROGRAMS

Getting around the Web can be a slow and tedious affair. Many servers run transit software as a convenience to patrons, most often *bus* or *motivator* for their ease of operation and fairly innocuous effects. Other server, accessed presumably only by authorised personnel, keep a constant *fly* program for those who visit its territory or an *alacrity* routine active so that personnel using the server can get in, do what they need to, and get out without utilising resources for any longer than necessary.

It is from these convenience programs that the webcrawler's version of transportation effects came into existence. Unique among program types because they all require that a set of protocols be hacked directly into a server's environmental controls, Transportation programs are usually small so that they can be slipped past the watchdog subroutines that govern server access and take a lot of finesse to use successfully. Transportation programs have very high skill requirements to use at all and the most advanced of them are the strict province of the most experienced people in the Web.

For all of their demands, transportation programs are well worth the effort to learn, write, and use. With a single activation, a user can be seven servers from his current location, leaving no discernible trace and completely evading any ICE that might have been dogging his trail. Utilising a transportation program that is not a direct part of the server is also a sign of elitism among rival programmers. When webcrawlers meet in the Web, one of the things they do to compete with each other for prestige is see who can generate the most visually impressive

or technically complicated transport hacks in the current server. Invariably, the users who can *teleport* win these matches, but the contests are always showy and fun to witness.

**Alacrity:** A reflex acceleration program that allows the user to interact at a faster pace to the rest of the server around him, Alacrity is a common tool for elite webcrawlers and the secret to many an 'impossible' hacking job. While Alacrity is running, the user receives one additional partial action that can be used every round. The user also gets a +2 to Initiative checks and Defence Value. All of these benefits end when the duration of Alacrity does, and this program can only be used once every hour in the Web.

**Bus:** Bus takes on many forms, but its end result is always the same. When the Bus program is run, the server creates a fast moving shell for users to travel through. A user can create a Bus large enough to hold himself and one other person very every level of webcrawler he possesses. This vehicle obeys all the rules for vehicles and vehicular combat and has the statistics of a Parallel Minivan as per the Equipment section. For an increase of 2 to the Programming and Purchase DCs of the Bus program, the vehicle created mimics the statistics of a Hummer III. (Any Combat program run while a Bus is active can be automatically incorporated as a vehicular weapon if the user desires.)

**Chariot:** Chariot is just like Bus, but it creates a personal conveyance. In its base form, it duplicates a YZ900F sports bike, but this can be enhanced. For an increase of +1 (as with Bus), the vehicle becomes a Conqueror and can hold one passenger. For an increase of +2, it duplicates the abilities of a

Diablo. At +3 to the Programming and Purchase DCs, the Chariot can become a one passenger (generally the webcrawler) Bell Nightstar helicopter. Chariot, like Bus, grants a default of 4 ranks of free Drive or Pilot skill. These do not stack with ranks the user might already possess.

**Flicker:** Flicker attempts something dangerous and difficult; it makes the server occasionally 'forget' the user's presence in regards to its other programs and structures. This makes the user flicker in and out of visual existence, making it difficult for any attack or obstruction to work against him. All attacks suffer a 50% miss chance as they sometimes simply pass through where the webcrawler 'was'. In addition, there is a 50% chance of the character being able to ignore up to 10 feet of solid structures every round. If the character is inside a structure when this chance fails and he materialises, the shock inflicts 5d6 damage and shoves the character back out the way he came.

**Fly:** A simple program that is often complicated by manifestations of wings, rocket packs, or jet-equipped boots as the webcrawler desires, Fly grants the user a flight speed of 90' per round with Good manoeuvrability. For a +1 increase to the Fly program's Minimum Skill to Use, Purchase DC, and Programming DC values, this speed can increase to 120'. An additional +2 increase can improve the manoeuvrability to Perfect. Either or both of these enhancements can be purchased independently of each other. Users of Fly tend to prefer it to any other form of Web travel.

**Motivator:** A simpler form of the Alacrity program, this program hacks the server and attributes more system resources to the webcrawler's basic movement rate. The character's Deva gains a +10 ft. increase to his base speed. This program can be used in conjunction with Fly for even greater speeds and every +1 increase added to its Minimum Skill to Use, Purchase DC, and Programming DC values adds a further 10 ft. This can be applied up to a total bonus of +60'.

**Server Shock:** An offensive form of movement, this program imparts a sudden, violent surge of motion to every object and structure *except* the user in a burst of 25 feet around him. This usually manifests as a ripple in reality, though users are free to add in their own special effects. Those caught in the area may make a Reflex saving throw against a base DC of 16 to suffer only half the 6d6 force damage this motion causes. Those who fail the save, as well as any inanimate object-construct in the burst, is moved to the edge of the blast radius automatically (Huge or larger objects are not moved in this way). Moved creatures and ICE must make a second Reflex saving throw at the same DC or land prone after the movement.

Server Shock can be enhanced by added programming. Every +1 increase to the program's Minimum Skill to Use, Purchase DC, and Programming DC values increases the saving throw DC by 1. For every two of these increases, the damage inflicted raises by 1d6 (rounded down), and every three increases extends the blast radius by 5 feet. Up to nine increases can be purchased in this way, resulting in a Server Shock with a radius of 40 feet, a save DC of 25, and capable of inflicting 10d6.

**Teleport:** This program literally steps the character outside the normal parameters and laws of the Web's servers. When run

successfully, the character can vanish from his current location and appear anywhere in any public server he knows of or has the clearance codes for. This program can carry up to 50 lbs. of equipment or other characters with the user, and unwilling creatures and ICE programs are not affected if they do not wish to be.

If a character wishes, this program can try to get them into a secure server. This requires the webcrawler to make a Computer Use check against a DC of the server's Security rating + 10. If the character does not know the layout of the server he is targeting with this program, public or not, he appears on a random solid surface outside any data vaults or storage areas. Teleport cannot be used to bypass solid structures if they are designated as code walls or protected files (such as a code vault).

## OTHER PROGRAMS

The programs listed here are the most common ones used in the Web and should be all that a webcrawler needs to get their jobs in the web done. Player Characters and the Games Master alike are free to create new program types and capabilities, but they should be balanced against the files provided here as examples. A new Combat program should be roughly equivalent to one of the existing programs in that category, for instance. For the most part, if a program does not directly affect another file, structure, Deva, or ICE, its function can be assumed to be effective. As such, the Web is very free-form, just as a fantasy construct should be.



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### Magic in the Machine

If a Games Master desires, the Web can become a vastly more complicated place. Any magic system desired can be incorporated into the Web, with programs becoming another word for the spells of that magic system and webcrawlers becoming effectively glorified wizards with computerised familiars. This is perfectly acceptable and can make for an exciting way to run the Web, but it is listed here only as an option for Games Masters and Players who wish to take the extra time and paperwork to make such a system work.

If a group does wish to incorporate spells as programs into their campaign, it is recommended that webcrawlers not be limited to a certain number of programs (i.e. spells) per day, as this is a limitation that makes little sense in a modern setting. Instead, spells should be assigned 'blocks' in size and a webcrawler can only carry as many programs into the Web as his deck can store and run at any given time. This can make for a lot of magical power in the hands of a Player Character, but this is balanced in that everyone in the Web will have the same advantage.

## SERVERS AND THE LAWS OF THE WEB

The landscape of the Web is made up of thousands of different areas all connected by 'tunnels' of data called freeweb. Freeweb is just a way of describing the system inherent in the Web of moving a user from location to location; there is nothing actually to the freeweb and no combat, storage, or building can occur there. As new locations are added to the Web every day, the freeweb is diminished as they appear between other locations and shorten the distance between them.

These locations are all run by servers. The rule of thumb for the Web is one location equals one server, though some massive servers are subdivided into multiple locations with virtually no freeweb between them because they are all administered by the same machine. A server acts much like the government and utilities of a real world country; everything that occurs within a Web location happens due to the laws and protocols set forth by its server. One server may be set to always have the 'sky' of its location be midnight while another might have every open sector filled with a construct of rock and every important area connected by a duplicate of mining tunnels. If it can exist in the real world, or even if it cannot, a server can recreate it in the Web.

For game purposes, every server is described by a number of definable terms. The most important for hackers and other webcrawlers are its base access setting, its environment description, and the server's Security Rating. These determine how much a user can get away with before they need to make skill checks and actually being hacking. In every other respect, a server is effectively a massive Webdeck and is defined in basic terms as such. See the Webdecks section for more information.

The Web in a Cybernet game has hundreds of thousands of servers. While most individual users or user groups have only one server a piece (or share a large server, in the case of civilian users who only use the Web for regular entertainment

and business), some mega-corporations and world governments manage dozens of separate servers. Multiple servers make an entity's Web presence more secure because a hacker must bypass several different contiguous servers to reach anything valuable.

Games Masters should run servers as a kind of demigod ruling its own small plane in the multiverse of the Web. A server is not actually intelligent, but its software tends to be complex enough to react to threats and manage the millions of subtle variations that its defined environment demands. For a webcrawler to take whatever he wants from a server, he must first defeat or evade its ICE programs and penetrate the structures it has set up around anything of value it might be storing.

In a practical sense, adventures in the Web are much like adventuring in the sprawl. ICE and other Devas provide the antagonists, a server's structures represent physical barriers, and the world seems every bit as real (or more so) than the real one that webcrawlers leave behind when they go deep into the Web. By running encounters and scenarios in the Web as an analogue of the real world, game play can be considerably smoother and take less transition time for Players. This also keeps Web adventures from dominating a session when some Player Characters are in the Web while others are not.

For the Games Master's use, here are a few example servers to use. These can be copied and altered slightly to provide an infinite number of servers for characters to adventure through. A Games Master can also set up servers from the ground up using these as basic models to keep in mind.

### EXAMPLE SERVERS

#### Standard Remote Access Server

**Size:** 100 ft. x 100 ft. by 10 ft.

**Setting:** Private

**Security Rating:** 18 base

**Storage Size:** 200 blocks

**Environment Description:** Very Spartan setting, with a representation of the device or object the server has been set up to control. These are used for things like locked security doors, monitoring one or more surveillance cameras, or protecting the remote access link to a vehicle. Remote Access Servers are some of the most common small servers on the planet and may or may not be connected to the Web. Disconnected RA servers have to be physically accessed by hooking a webcrawler's Webdeck up to the server's external port and making a normal Web Entry check against a DC of 20. External port servers can be Entered with a standard action, but if the user can combine this action with a physical Webdeck connection action in the same round.

**Included Programs:** Scanner (used to detect and track incoming users), Guardian ICE (see below).

**Purpose:** RA servers are used to provide access to physical systems or machines in the real world. If a hacker can defeat or evade the server's Guardian Drone and succeed at hacking the device's Security, he gets access to the machine the server is connected to. This is treated as full control over the device, allowing a successful webcrawler to perform any action with it that the machine is capable of. In this way, characters can hack



a security door's RA server and open it, seal it closed, or check its log of approved users with impunity.

## Data Vault Server

**Size:** Varies, 1000' feet to 1 mile cubic on average

**Setting:** Private

**Security Level:** 20 base

**Storage Size:** 2000 blocks base

**Environment Description:** These servers generate a variety of different environments, usually contiguous with the kinds of data they are used to store. Corporations tend to create server environments that duplicate either their headquarter offices or scenes from their home countries. For example, the Holland corporation L'amie Tech has a main data vault server that creates a natural Holland forest setting with data vaults that resemble rustic buildings along a swiftly flowing digital river. Data Vaults can be very basic, but the amount of computing power necessary to hold and disseminate massive information stockpiles usually leaves enough overhead resources to support a complex environment.

**Included Programs:** Scanner (which tends to run in a guardian mode through the 'eyes' of the server's ICE programs), from one to one hundred ICE programs configured to fit logically in the server's environment (L'amie's ICE are black bears that assault unauthorised users), Motivator (facilitates authorised users in moving around large environments), Clone and Erase (for data management).

**Purpose:** DV servers exist for hundreds of different reasons and represent the basic purpose of computing in the Cybernet setting- data storage. When a webcrawler goes looking for

protected data, they will find a DV server at the end of their search. Data vaults tend to be very well protected and always have at least one ICE program slaved to its specific location and thick structures to bar casual entrance. No matter what a data vault resembles, it typically has a Hardness of 8 and 100 hit points. Tougher vaults exist, but they are very rare.

Data Vaults are usually larger than thirty feet on a side so as to defeat the Pirate program, but they must always have a way in or out so that they can be used by authorised users. As such, they usually have more vulnerable doors with a Hardness of 8 but only 10-20 hit points. These are construct programs and as such can be dissolved through hacking as mentioned above. Data Vault structures themselves are not vulnerable to dissolution and must be bored through normally.

## Conversation/Interaction Server

**Size:** Greatly varies, from small (50 ft x 50 ft. x 10 ft.) to massive (several cubic miles in some cases)

**Setting:** Usually Public

**Security Level:** 15, though most functions do not require rolls as the server setting is typically Public

**Storage Size:** 10,000 blocks base

**Environment Description:** These are the chat servers and places in the Web where users can congregate and discuss the latest hacks, programs, and other personal and light business topics. CI servers take up roughly half of the Web's total digital area, as everything from a single user's personal Webpage to a major corporation's public access area is considered a server of this type. Virtually any program that can be run in the Web will work on a CI server as the public setting gives anyone who visits it access to run whatever they wish, but attempts to hack the server's protocols are met with the Security rating listed.

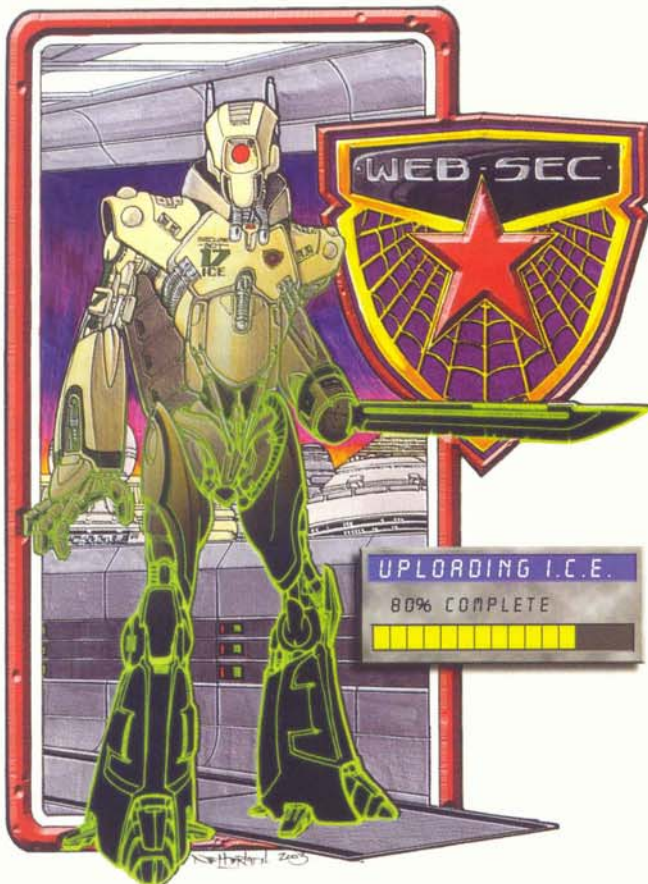
**Included Programs:** Scanner (though it usually only functions against users attempting to bring down the server or as a way of identifying users), virtually any Stealth or Transportation program (generally provided as services and conveniences to users).

**Purpose:** CI servers are the side of the Web most often seen by users and as such tend to be showcases of the latest programs and hosts to user group meetings. A CI server can be used for real business, but the general lack of security tends to keep any transactions to a minimum and high scale data storage is done elsewhere. When CI servers have ICE at all, they tend to be subdual programs with few, if any, real combat abilities.

## EXAMPLE ICE

ICE programs are computer generated constructs with enough motivation of their own to patrol Webpage and assault individuals identified as threats. Games Masters should run ICE programs as living creatures with an unshakeable loyalty to the well-being of their server. ICE is not, however, truly sentient and when it comes to making judgement calls, most ICE will err on the side of attacking intruders first and asking for clarification on their orders later. A server can only direct ICE programs at a user if it detects that user first with a Scanner program, but an ICE program may use its own Spot check against the User's Hide skill if the user comes within its line of sight.

ICE are described exactly like other characters and creatures in a Cybernet setting, even down to bearing the computerised



equivalent of cybergear. ICE never have to have any kind of Webdeck or interface equipment to move around in the Web or access their programs; they *are* programs and have the freedom of being a 'living' part of the Web. The only additional characteristic that ICE have over normal characters is Block Size. This is equal to the ICE's character level or hit dice plus 1 for every major piece of cyberware it possesses. For this purpose, 'major' involves any cyberlimb or pair of cyberlimbs, having any or all cybersenses, and each piece of cybergear that can function as a weapon. ICE with installed programs actually draw their programs from the server, which only has to pay for the program's size once.

ICE programs always get the Endurance feat for free as they are not truly capable of getting tired during normal mission parameters. ICE programs always have the maximum number of hit points available to their hit dice after factoring in Constitution bonuses. Statistics can be assigned or generated as the Games Master sees fit, and most ICE programs will be Soldiers or Professionals by means of character class.

There are some ICE programs that exist for more than just combat or information dissemination. Rogue ICE programs do exist, written by programmers to comb the Web for reasons of their own. These somewhat self-motivated ICE programs, also known as Daemons, can accomplish just about anything and can seem alive to other Web users. These can mimic any character class, even Webcrawler, but they do not have the ability to leave the Web or access the Teleport program. Beyond these limits, Daemon ICE can be very formidable Web opponents and allies in their own right.

ICE cannot heal normally, but they can be repaired by a user (or through their own efforts) with the Computer Use skill. In this case, Computer Use is treated as the Medical skill and hit points are restored through 'rest' and attention. All recovery amounts are doubled as ICE programs 'heal' much faster than normal characters do. ICE programs disincorporate and are erased if they reach 0 hit points. ICE programs can be affected by the Clone and similar copy routines, but only one copy of a given ICE program can be active at one time and a server cannot contain more than one copy of a specific ICE program.

A stored copy of an ICE program can be activated automatically if the current copy 'dies' while on that server or on an adjacent one. Otherwise, a copy takes 1d10 hours to receive the cancellation notice of the previous version. In these cases, the nearest copy to the disincorporated one becomes active.

**ICE Guardian, ICE Soldier3:** CR 3; Size M (5 ft., 9 in. tall); HD 3d10+6; hp 36; Init +0; Spd 30 ft.; DV 15; Attack +7 melee, or +3 (+4 within 30' with Gunman) ranged; SV Fort +5, Ref +1, Will +2; AL N; Str 18, Dex 11, Con 15, Int 10, Wis 12, Cha 16. Damage Reduction 1/-. Block Size: 3

*Skills, Feats, and Abilities:* Climb +5, Computer Use +5, Jump +5, Listen +5, Move silently +2, Spot +5; Combat reflexes, Endurance, Brawl, Improved Initiative, Weapon focus (Blade or Blaster program). Deadly (from Soldier), Hardened (from Soldier), Marksmanship-Gunman

*Programs:* Armour, Blade or Blaster (very rarely both)

Guardian ICE programs are the typical soldiers of the Web and a webcrawler sees hundreds of them during his career. Guardian ICE programs are infinitely expandable by adding analogues of cybergear or new programs to their repertoire. The former option increases their Block Size, but most servers have a massive amount of storage; these ICE programs can be stacked several hundred or thousand fold on some of the larger corporate or government ones. Webcrawlers in the wrong place at the wrong time can come across a veritable army of Guardians during a major data run.

**ICE Seeker, ICE Professional5:** CR 5; Size M (5 ft., 9 in. tall); HD 5d6+5; hp 30; Init +2; Spd 30 ft.; DV 16; Attack +4 melee, or +5 ranged; SV Fort +2, Ref +6, Will +3; AL N; Str 12, Dex 14, Con 12, Int 14, Wis 14, Cha 11. Block Size: 5 (+ program sizes if the ICE leaves its server)

*Skills, Feats, and Abilities:* Appraise +7, Computer Use +8, Demolitions +5, Diplomacy +8, Disable Device +5, Gather Information +11, Knowledge,(Web) +10, Listen +10, Move silently +10, , Sense motive +10, Spot +10; Endurance, Skill Focus (Gather Information), Run. Expertise-Gather Information (from Professional), Ubiquitous (from Professional), Prime Contact (Information Broker webcrawler, from Professional); Higher Education-Savant (Gather Information, +5 to checks)

*Programs:* Clone, Pirate, Motivator, Scanner

Seeker ICE are the ultra-modern analogue of search programs; these computer generated constructs are empowered to travel the Web in search of a given piece of information or file and bring it back to the user or server who spawned it. Because Seekers can leave their home servers, they must incorporate any of their four basic programs into their Block Size when they travel to other servers. This can make them quite sizeable, but most servers will not have a problem accommodating them. Seeker ICE programs must defeat server security as per normal if they try to enter a server with a Private access rating.

**ICE Rogue, Daemon Jacker8:** CR 8; Size M (6 ft., 3 in. tall); HD 8d6+32; hp 80; Init +9; Spd 30 ft.; AC 15; Attack +7/+2 melee, or +11/+6 ranged; SV Fort +6, Ref +13, Will +5; AL N; Str 12, Dex 20, Con 18, Int 14, Wis 16, Cha 12. Block Size: 8 (plus program sizes)

*Skills, Feats, and Abilities:* Bluff +10, Climb +8, Computer Use +12, Disguise +12, Hide +10, Listen +15, Move silently +10, Profession (Program Broker) +13, Search +10, Spot +12, Tumble +13; Alertness, Skill Focus (Computer Use), Weapon Focus (Blaster program), Improved Initiative. Hyperactive (from Jacker), Boosting Goods (from Jacker), Celerity-Evasion, Danger Sense-Uncanny Dodge and Intuition, Rogue-Invisible (all talent tree options from Jacker).

*Programs:* Blaster, Pirate, three more choices from Stealth, one choice from Transportation

These are some of the most deceptive programs on the Web, approaching true artificial intelligence in their complexity. A Rogue ICE Daemon acts and seems to think just like a human webcrawler with a larcenous streak and an almost preternatural sense of incoming danger (which it gets from its ability to

read the code of incoming programs and server events). Rogue Daemons are very useful Non-Player Characters and, at the Games Master's option, even make suitable Contacts for webcrawlers and other computer accessing characters because of their usefulness in the Web. If the Rogue ICE has Clone, it may potentially leave copies of itself on dozens or hundreds of servers, ensuring a form of virtual immortality.

## WEBDECKS

The most important piece of equipment a webcrawler owns is his Webdeck, a computer with the ability to translate the constant stream of information that is the Web into a coherent perceptual reality that he can interact with. A webcrawler's Webdeck is more than just a tool; it is his home in another world, his ticket to an all-encompassing ride through the digital highways of the System, and the sum collection of all his skills and abilities in the Web. Most computer users become very protective of their Webdecks, which are costly to replace and sometimes the single most valuable asset of an entire group.

As such, there are dozens of options and features that can secure a Webdeck and make it more efficient to use. Some webcrawlers opt to replace a damaged (or sometimes perfectly functional) arm with a prosthetic that incorporates a Webdeck or has one implanted throughout their bodies. This makes the unit a part of them and thus very difficult to lose or become separated from. Others armour their Webdecks' cases or built weapons and safeguards into them for emergency use.



Whatever a user does to customise their Webdeck, a few things remain constant. A Webdeck is useless to a user that does not possess an External Control Jack to connect it to his brain and nervous system. A Body-Comp or Webdeck Cyberarm incorporates a dedicated control jack directly into its construction and does not need another one. Webdecks contain their own power sources but they do require an external cellular phone to make their connections through (although the Self-Cellular option below mitigates this need).

A webcrawler begins play with a Webdeck; other characters must purchase theirs separately. Any character with the right equipment can enter the Web immersively and run programs. Webcrawlers just have dedicated skills regarding the Web and can generally manipulate server environments and data better than those who come at the vocation with less dedication.

## WEBDECKS

The first consideration in Webdeck is the basic system itself. All Webdecks have the following in common as standard equipment:

- > *Cellular Link:* A Webdeck can link to a cellular phone and control it through vocal or pre-generated commands. This allows a user to dial and control their phones with their voice or by remote access while in the Web or across town through timer programs.
- > *A folding screen:* Webcrawlers occasionally wish to look at files offline or show what they are encountering to people in the real world. The resolutions of Webdeck screens vary greatly, but they are all generally good enough to convey basic images.
- > *Input Devices:* Webdecks have a camera, a scanner for text and visual information, some form of keyboard for analogue data entry, and a microphone for vocal data.
- > *Output Devices:* Webdecks have a printer port for hardcopies, a set of quadraphonic speakers (minimum), and at least one transmission port for operating properly equipped nearby devices by remote.
- > *Bio-monitor:* Webdecks monitor and record the life signs of their users, pulling them out of the Web if these go too low. This is not always enough to save a user, but the feature is standard.
- > *Reinforced case:* Webdecks come with a Hardness of 10 and 30 hit points as standard.
- > *Micro-Server:* A Webdeck can generate a personal server space with a Security Rating of 14, a size of 100 ft. x 100 ft. x 100 ft., and a switchable setting of Public or Private. Webdeck servers do not automatically come with the Scanner program, though if it is stored in the Webdeck's program area, it will run automatically if desired.
- > *Storage:* Basic Webdecks hold 10 blocks of additional programs and 20 blocks of read/write accessible data for instantaneous transmission and retrieval.

In addition to this basic arrangement, Webdecks can be bought with options. These are summarised on the following chart. Basic Webdecks are technically below Gamma grade; this quality can be improved by supplemental upgrade. A Webdeck can only have upgrades of a grade equal to or less than its



basic quality grade. As with cybergear, every quality grade above gamma adds +2 to the Purchase DCs. Unlike cybergear, quality increases only add +1 to the Install DC per grade above gamma.

**Basic Quality:** This purchase lays all of the groundwork into a system for it to hold and support better than basic equipment. A Webdeck cannot use upgrades of a quality grade better than its basic quality, which makes this a must-have upgrade before any further work can be accomplished on improving it.

**Enhanced Sound:** A Webdeck with enhanced sound can generate vocal quality sound through its speaker array. At the gamma grade, this is as good as a full stereo system and can be used for entertainment purposes. Delta grade sound is performance quality and allows the Webdeck to function as a synthesiser for Perform checks. Beta grade enhanced sound is truly lifelike and can fool vocal scanners and lie detection equipment. Lastly, Alpha grade speakers can generate enough sound to act as a Screamer weapon to everyone within 10 feet of the unit once an hour. If the user is immersed in the Web when this is activated, he or she is unaffected.

Webdeck Upgrade	Install DC*	Purchase DC	Gamma	Delta	Beta	Alpha
Basic Quality	12	10	-	-	-	-
Enhanced Sound	12	6	See Text	See Text	See Text	See Text
Enhanced BioCheck	13	10	+2 bonus	+3 bonus	+4 bonus	+5 bonus
Extra Programs	14	9	+10 blocks	+15 blocks	+20 blocks	+25 blocks
Extra Storage	14	8	+20 blocks	+30 blocks	+40 blocks	+50 blocks
Hidden Weapon	14	5	Tiny weapon	Small weapon	Medium Weapon	Larger Weapon
Holster Case	15	7	Search DC22	Search DC24	SearchDC26	Search DC28
Jolter	14	7	As per Taser	+2 damage	+4 damage	+6 damage
Reinforcement	16	6	+2 Hardness	+3 Hardness	+4 Hardness	+5 Hardness
Server Upgrade	16	10	Security 16	Security 18	Security 20	Security 22
Stealth Connection	12	10	+1 bonus	+2 bonus	+3 bonus	+4 bonus

**Enhanced Bio-Check:** The medical sub-routines of a Webdeck with an enhanced bio-check system are better at monitoring the user's vitals and has a better chance of pulling him out of danger before neural shock kills him. The listed grade bonus is added to the user's Escape chance (see Escape in the Actions in the Web section below).

**Extra Programs:** This is an additional amount of space held on the Webdeck for programs. A user may only run programs while in the Web (such as Blaster or Teleport) if they are stored on his Webdeck. This makes this modification extremely important for any user who expects to need a variety of programs at his disposal during Web missions.

**Extra Storage:** Documents and other vital data take up space and for any webcrawler who foresees the need to carry a great deal at once, extra storage space on a Webdeck is a must. Storage space cannot be used for Programs, but Program space can be defaulted for use as storage space if necessary.

**Hidden Weapon:** This upgrade takes all of the vital pieces of a ranged weapon of the listed size or smaller and incorporates them into the case and structure of the Webdeck. This allows the user to fire the weapon using some hidden catch or keystroke as if the Webdeck were the weapon. It takes an observer a 15 DC Search check to see the weapon hidden in the case, but this modification's primary use is that a user can fire the weapon while immersed in the web. This occurs as a straight combat roll with no modifier except the user's Intelligence bonus (if any), but in an emergency, a difficult shot is better than none.

**Holster Case:** This is the same basic modification as a cyberleg's hidden holster, save that the holster is an integral part of the Webdeck's case and the weapon is concealed amid the system's components. In all other respects, this upgrade follows the rules for that cyberlimb augmentation.

**Jolter:** This is a taser built into the Webdeck's case and input devices. The taser is slaved to the Webdeck's power supply and can be set to attack anyone except the user who touches the Webdeck. The system itself is insulated from the electric shock, and the taser can attack once every four rounds as it has to build a charge between attacks. Statistics for this electrical attack are the same as for a Taser listed in the Equipment chapter.

**Reinforcement:** This replaces parts of the Webdeck with stronger, more resilient materials. The corresponding increase

in resistance keeps the system safe from combat damage and allows the Webdeck to block incoming attacks while the user is holding it. If a character is carrying a Webdeck with any kind of reinforcement, it adds a +2 shield bonus to his Defence Value. This does not occur while the system is being used, only while it is being carried in combat.

**Server Upgrade:** A server upgrade gives a Webdeck a better presence and a more secure area in which to generate it. In addition to the Security rating increase listed in the chart above, each server upgrade doubles the size of the server's possible environment. Thus, a gamma upgraded server has an area 200 feet on each side, a delta server generates 400 feet per side, a beta server can do 800, and an alpha grade server creates a Webspace environment 1600 feet on each side with a Security rating of 22.

**Stealth Connection:** The stealth subroutines built into this Webdeck lend a subtle amount of support to all of the user's attempts to evade security protocols while in the Web. While attempting to evade an ICE program's Spot check or a server's Scanner program, the user gains the upgrade's listed bonus to his Hide or Computer Use skill for that purpose only. A Stealth Connection is always on unless the user wishes to suppress it as a free action on his turn. Reactivating the Stealth Connection is also a free action.

## WEBDECKS IN CYBERNET

Games Masters and Players may wish to create Webdecks that have more server ability or storage space than the ones listed here. This is perfectly acceptable, but such powerful machines will become tempting targets for technology thieves and rival webcrawlers. The systems listed here are what is commonly available and while the alpha range of capabilities can be quite pricey, they are widely enough known about that their appearance online does not cause a considerable stir.

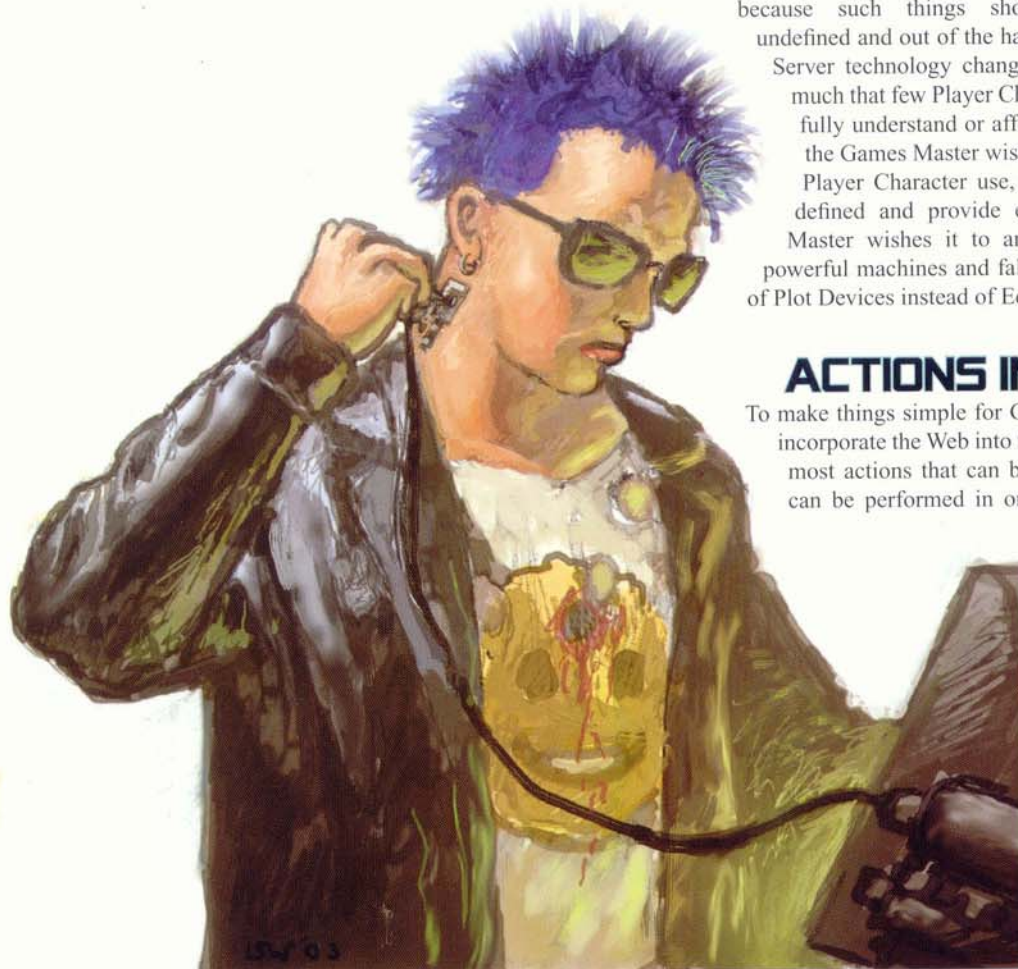
Beta and Alpha grade Webdeck enhancements are much easier to get than cybergear of the same quality. While a Games Master may still require the use of skills or Contacts to acquire them in game, they are not as difficult to come by or as frightfully expensive to purchase as cybergear. While they are elite items to be sure, they are commonly available through a variety of legal and criminal vendors.

Upgrades to a Webdeck require installation, as noted by the Install DC listed on the chart. This requires the Craft (mechanical) and Craft (electronic) skills. A user with one or the other but not both can still perform the installation, but the DC increases by +2. Any upgrade to a cyberarm Webdeck follows these same guidelines, but Body-Comp upgrades use the same rules as noted for installing cybergear in the chapter of the same name.

This text does not give specific rules or prices for servers, because such things should remain somewhat undefined and out of the hands of Player Characters. Server technology changes so often and costs so much that few Player Characters should be able to fully understand or afford them in any event. If the Games Master wishes to provide a server for Player Character use, it should remain loosely defined and provide exactly what the Games Master wishes it to and no more. These are powerful machines and fall more under the heading of Plot Devices instead of Equipment.

## ACTIONS IN THE WEB

To make things simple for Games Masters wishing to incorporate the Web into their Cybernet adventures, most actions that can be taken in the real world can be performed in one way or another in the Web. There are a few actions that are specific to the Web, as they are integral to the way this alternate digital reality functions. Characters in the Web can fight, run, and use virtual analogues of items, but they can also Copy, Leap, and



**Hack** – three special actions that require Webdeck access to perform.

Users in the Web do not carry their equipment with them from the real world. They can only initiate attack actions if they have a program they can run to give them a weapon of some kind (Blaster or Blade). Characters can have these programs run for them, but a single program can only run once at any given time. Thus, if a Webcrawler wishes to take friends with him into the Web, he can, but arming them means running multiple copies of combat programs.

Moving around the web also requires special programs or using constructs called Portals. Portals connect servers together and are usually use-restricted depending on the nature of the server. Webcrawlers with a taste for larceny rarely use Portals, as each use of them identifies the character doing so and does not allow for any anonymous or Cloaked users.

Characters do not have to have a Webdeck to enter the Web, but without one, a character is effectively stranded and limited to Public servers only and actions that the Web servers they visit attribute to basic users. A user without a Webdeck can only enter and leave the Web at approved Portals, can only access files marked as Open or Unrestricted, and cannot defend themselves against ICE because they cannot run programs of their own. Deckless users enter the web through terminals that connect through an External Control Jack and usually support dozens or hundreds of contiguous access ports. These occur in business headquarters, universities, and government buildings where man-hours need to be spent in education or research without the risk of users having access to capabilities they do not need.

Once a character has access to a Webdeck of his own, he can run his own programs. This greatly increases his mobility and functionality in the Web. It also gives him access to the Copy, Leap, and Hack actions; each of these are integral to a webcrawler operating with impunity and functioning outside the boundaries of Public servers.

**Copy:** Every file in the web has a rating; Open, Unrestricted, Secure, or Locked. Characters without a Webdeck can only use Open or Unrestricted files and can only copy Open files if the facility they are using to access the Web has Public storage space (most do). Secure files are used by servers for their own functioning and as such cannot be accessed or changed by users under normal circumstances. Locked files are any data that a server may be holding for whatever reason the operators of the server desire; these are generally data files of a sensitive or commercial nature such as credit account information or technical schematics.

Any character with a Webdeck can use their superior computer power to copy any kind of file they desire. Open and Unrestricted files can be automatically copied without the need for a skill check. This use of the Copy action is a standard action. Secure files are generally useless to copy, as these are typically structure files or ICE programs that will not run without the full resources of a true server, but a character can do so with the Clone or Pirate programs as noted in the Programs section. Locked files are the targets of choice for hackers and these also require the

Clone or Pirate program to copy. Doing so is covered by those programs' descriptions and are considered full round actions when directed at Secure or Locked files.

**Leap:** The chosen method for webcrawlers who do not wish to travel through Portals to navigate the Web, the Leap action requires a Webdeck but does not require any specific kind of Transportation software. The first step in a Leap action is to make a Knowledge (Web) check to locate a contiguous server adjacent to the character's current location. This against a DC 10 if the target server is Public, 20 if it is Private. Some servers can also be flagged as Hidden and may have a DC even higher than 20, but these are rare.

Once a server is located, the character makes a Computer Use check against the server's Security rating. Public servers only require a roll if the operators of the server have some reason to try and bar the user's passage. A successful roll means the travel was successful and the character appears in a logical location on the nearest 'edge' of the new server. Many servers have predesignated landing areas; characters always arrive at these points unless they use special programs (such as Teleport).

A Games Master is free to map out sections of the Web and this should likely be done during game with regards to frequently visited servers, but a freeform system of Web Travel can suffice until such a map is constructed. When a character wishes to get to a specific server, a journey takes 1d8 hops from the user's entry point server. Each hop has a 50% chance to be a Public server, a 49% chance to be a Private server, and a 1% chance to be a Hidden server with a Security rating of 20+1d10. Hidden servers can be adventures in and of themselves, so a Games Master should consider them carefully when they occur.

A character does not have to Leap through any intervening servers if he can physically access the server hardware that controls the location he wants to access. This is why server rooms in large corporations and government buildings are so heavily patrolled and difficult to gain entry to. Servers usually have a physical lock that prevents jacking in unless a Disable Device check against a variable DC from 20 to 25 is made. The DC is based on the resources of the corporation, the technology involved in the server room, and the Games Master's discretion.

**Hack:** A common action of webcrawlers who use the Web for purposes that fall outside its normal parameters, hacking encompasses everything illegal done to a server or program. Many of the programs listed above have their own rules for use, but a few (namely the Transportation programs) require a Hack action to use effectively. There are two kinds of hack, program hacks and server hacks.

Program hacks are how characters in the Web break down a program's defence against being copied or erased. Before a program can be accessed in this way, assuming it is not set to Open access, it must be hacked. All programs have a number of hit points equal to their Programming DC; the following chart gives example DCs for common program types that fall outside the ones listed above.

## Programming

Program Type	Typical Size	Programming DC (Hit Points)
Important Text Documents	1d2 Blocks	5
Graphic files (normal, not technical)	1d3 Blocks	7
Scientific Graphics (schematics and maps)	1d4 Blocks	10-15
Protected Data Files	1d6 Blocks	16-20
Classified Files (mega-corporation payrolls, etc.)	2d4 Blocks	21 – 30

A Program Hack action is effectively a form of ranged combat that takes a full round action and pits the user's Computer Use skill against the Security rating of the server in an opposed check against a DC of 20. Every time the user succeeds at this opposed roll, he inflicts 1d4 + his Intelligence bonus (or +1 point, whichever is higher) as damage against the file in question. When a file has been reduced to 0 hit points, it can be Copied without the need for a Clone or Pirate program.

Server Hacks are conducted the same way, except that instead of trying to copy a server, the user tries to write a file into the Server's protocols for his own use. Any program with a duration listed as Server Session requires a Server Hack to use at all. A server has double its Security rating in hit points if it is a Public server and three times that value if it is listed as a Private or Hidden server. Once a server's hit points are reduced to 0, a character can install a Server Session program as a free action on the same round. Running the program still takes the usual amount of time, and a program is deleted from the server when the user leaves it or after 24 hours has passed in any case.

Servers recover hit points at a rate of 1/10<sup>th</sup> their security rating each round, which means that a user is unlikely to be able to install a second program without having to hack the server for at least one round a second time. If a user attempts to initiate a Server Hack action while concealed successfully from its Scanner program, he gains a +2 bonus to the first Hack check and inflicts double damage if it succeeds.

## EXAMPLES OF THE WEB DURING GAME PLAY

The Web can be very confusing for Games Masters and Players the first few times it is used during a session. To help explain the various rules that govern its functions, two examples are given of typical actions that might take place during a Cybernet scenario.

### EXAMPLE ONE: OPEN THAT DOOR!

Rip and Hellcat are stuck in a high-security building with Tacoma guards three rounds of movement away. They do not have time for Rip to try and blow open the plate steel door with his explosives, so Hellcat decides to hack the door open. Because most Remote Access servers are not connected to the Web, she takes one round to move to the Door's access port and connects her Webdeck to it. This initiates an Entry action, which can be combined with a connection action. She rolls her

Computer Use skill (to which she adds a total bonus of +17) against a static DC of 20.

If the door had been connected to the building's server cluster and thus part of the Web, the check would have been against the Remote Server's Security rating of 18 (or 23, 18 + 5, if the door's server had detected him with its Scanner program during entry) but Hellcat would have had to access the Web as a separate action. This would have required a Web Connection check against the building's Sector Security factor of 25, given that she is in a server room in a corporation's main headquarters. This would normally penalise her Computer Use skill by -5 to evade the detection of the server as she entered, but she has the Phreakmastery ability from her class's talent trees. All in all, the direct connection is a much easier and faster way to accomplish her goal of getting the door open.

Assuming she succeeds, she enters the door's server and is now in Web time. This flows at a rate of ten rounds for every one round in the real world, so she has all the time she needs to unlock the door and open it so she and Rip can escape. Now that she is in, Hellcat only has to defeat its Guardian ICE and hack its control protocol. The combat runs as normal, and in four rounds of combat, Hellcat puts the Drone down and moves in to the actual hack.

This is a series of Hack actions against the computer's Security, with it possessing 54 hit points (the server's 18 Security rating times 3 for being a Private server). The server only has one Drone, so it cannot attack Hellcat back, but she has to inflict 54 points of damage in the time she and Rip have left before the guards arrive. With her +17 to Computer Use checks as opposed to the Server's +10, she will likely succeed each round, inflicting 1d4+4 (for her Intelligence bonus of +4) points of damage.

On average, this will be 6 points, easily opening the door within 10 rounds. As this is only one round in the real world, the door will pop open and Rip and Hellcat can escape just as the guards arrive. Another narrow escape...

### EXAMPLE TWO: GETTING WHAT WE CAME FOR

While Jet and Rip keep Fujimitsu's cyberguards busy at the server room's entrance, Hellcat is deep in the corporation's server looking for its data vault. They are here to get a layout of the corp's new Tsunami hovercraft, looking to sell it to Fujimitsu's rival, Otameki Tech. Send in here by OT's acquisition department, they have found the right room and

jacked her directly into the right server, obviating the need to travel the rest of the Web to find this particular server location.

The Disable Device check (which had to defeat a DC of 29 because of Fujimitsu's excellent level of security) has been made and Hellcat is directly in the target server. She has to deal with a squad of forty Guardian ICE programs, all of whom look like samurai warriors and use katanas as the image for their Blade routines. Not feeling up to taking them all on, she has opted to use Cloak and successfully runs it. To do this, she has evaded the security of the server (by using her Computer Use skill against its Security rating of 20 + its Scanner rating of +5=DC: 25) long enough to initiate the Cloak program.

Cloak gives her the ability to move invisibly through the server and keeps her from having to make the same Computer Use check against a DC 25 each round, but it does not make her entirely undetectable to the Guardians. To hide from them, she uses her Rogue program and adds +10 to her Hide and Move Silently checks in the Web. This gives her a healthy skill bonus of +20 and +18 respectively. As the Guardians only have a +5 to Spot and Listen checks, they are not likely to find her.

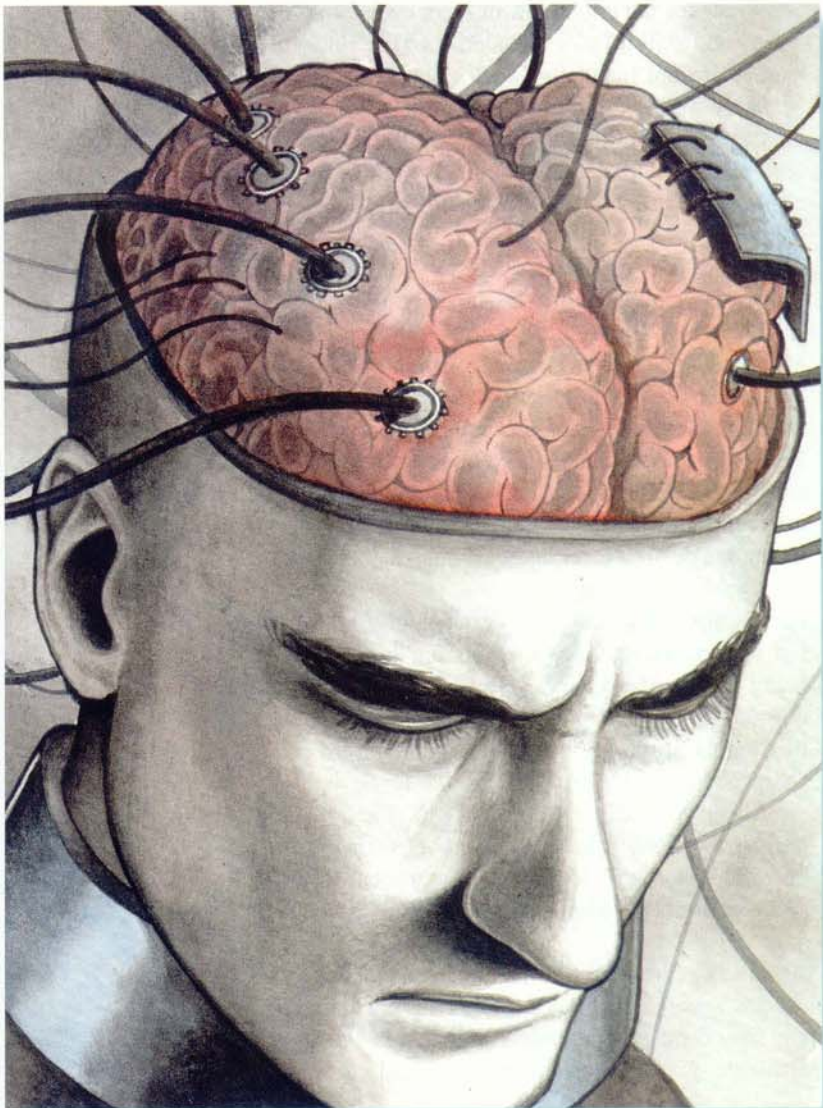
She makes it to the data vault, which resembles a steel-sided crypt in an oriental palace. The crypt has a hardness of 8 and 100 hit points, the toughest a standard vault can be. It would take a long time to get through the 50 foot sides with a Drill program and initiating one and using it to file copy would cancel her Cloak, so she opts to try bypassing the main door under the nose of its Guardians by dissolving its program. She moves to the door's location, evading detection all the way, and makes a Computer Use check against a DC of 33 (5 plus the server's 20 Security rating + 8 for the door's Hardness).

If the check succeeds, the door dissolves and Hellcat can enter the server's data vault. If it fails, she can try again next round. This action allows all the ICE within 30' feet to make opposed Spot checks to detect her, but assuming they all fail, she can try as often as she likes to bypass the door. Once she does, she can slip in, recreate it with the same set of rules to cover her entry, and plant her Pirate program. Until it begins copying, it does not violate her Cloak, so she can set it up and slip back out of the vault.

Now she has to buy time for the Pirate to work. She moves to the nearest Guardian, remains hidden, and sets up a Bomb program to detonate between an entire group of ICE. Again, this does not violate her Cloak until she sets it off, so she can slip away and get to a safe distance before she triggers it. The Bomb detonates, disincorporating the six Guardians in its blast radius. The rest of them can now see her, as the server is no longer fooled by the Cloak and spots her with its Scanner program. They converge on her location, but she is already running.

As she flees the ICE pursuers, she activates the Pirate program. It will take 3 rounds to copy the target file (a random roll of 3 on 1d10), so she only has to elude them for three rounds before she gets what she hacked in for. Four rounds of evasion and combat later (since the Pirate finishes on her turn after three rounds and Exiting is a full round action), a wounded but alive Hellcat bounces out of the Web by making an Exit check with a DC of 15 opposed by the server's Security Rating of 20. This is pretty easy roll for Hellcat to make, as she adds +17, so even a d20 roll of 4 makes it as that plus 17 equals 21 and exceeds both the static DC and the server's Security rating.

When Hellcat comes out, she is suffering all of her damage as subdual and she has the target file on her Webdeck. It takes up 1d4 Blocks of space in her file storage and if she did not have the room there, she could default some of her Program storage to the task. The copy action would have automatically failed if she did not have enough space in either section.





# ADVANCED CHARACTER CLASSES

Characters in Cybernet can advance as high as 20<sup>th</sup> level, but the basic classes only have 10 levels of ability. This leaves Player Characters with a choice; they can either choose a second career and carry it through to its 10<sup>th</sup> level of ability after maxing out their first one, or they can choose an advanced class after they qualify to take levels in it.

Advanced classes are like specialised versions of the basic classes and extensions of their functions. Anyone can be a Jacker, but not everyone can focus their abilities enough to act as an Assassin. There are thousands of Webcrawlers, but only a few of them ever gain the kind of ability and skill it takes to become a True Hacker. These classes are not mandatory and a character can compete perfectly well without ever taking a level in one of them, but they exist for those Player and Non-Player Characters who match their specialist skills and training – not every Soldier serves as a Mercenary, but some do.

Advanced classes are treated as basic character classes in terms of multiclassing (see the Cybernet Characters chapter for more information on Multiclassing) and a character can have as many levels in as many different advanced classes as he qualifies for. Unlike basic classes, advanced classes have prerequisites that must be met *before* a character can take a level in them. These prerequisites must be met before any of the modifications that occur from taking the desired level in the advanced class.

For example, Rip has been a Jacker for a long time, but his recent activities are moving him closer to being a true Mercenary. He is 8<sup>th</sup> level now and one of the prerequisites to becoming a Mercenary is Combat Reflexes. Even though Rip (like any character) would get a feat at 9<sup>th</sup> level, he must already have Combat Reflexes if he wants to take Mercenary as his 9<sup>th</sup> level. He cannot use the feat that he would gain at 9<sup>th</sup> level to select Combat Reflexes and take a level of Mercenary at the same time.

As always, the Games Master may add advanced classes specifically suited to his or her campaign and may decide that certain advanced classes are not available in their game. Players should check with

their Games Master before selecting an advanced class. Games Masters should also make it clear if there are any alterations to the advanced classes listed here or additions to what is available for Players to choose from.

## Advanced Classes and Edge Dice

When a character takes levels in advanced classes, they occasionally get bonus dice. These dice are always of the last type the character qualified for by virtue of their previous classes – so a Soldier rolling d6s for Edge Dice who takes a level of mercenary gains an additional d6 to roll. If the character goes back to basic classes and increases his Edge Die type, the bonus die (or dice) changes to match it.

## THE MERCENARY

There are soldiers in the world of the Cybernet, and then there are mercenaries. These are soldiers who, for one reason or another, have crossed the line to become a professional combat tactician. A mercenary does not necessarily have to be motivated primarily by profit, but he has made the personal decision to embrace battle as something more than unfortunate encounters and loud noises in the night. To a mercenary, combat is an



opportunity to practice his skill, hone his edge, and make a difference in the dark world of the future.

## REQUIREMENTS

To qualify to become a Mercenary, a character must fulfil the following criteria.

**Base Attack Bonus:** +3.

**Skill:** Knowledge (tactics) 3 ranks.

**Feats:** Personal Firearms Proficiency, Combat Reflexes

## CLASS INFORMATION

**Hit Die:** 1d10

**Class skills:** The Mercenary's class skills (and the key ability for each skill) are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Medical (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

**Skill Points at Each Level:** 5 + Int modifier.

## CLASS FEATURES

The following features pertain to the Mercenary advanced class.

### Weapon Focus

At 1st level, a Mercenary gains the Weapon Focus class feature, providing the virtual benefit of the feat with the same name. The Mercenary chooses a specific weapon when this feature is gained, and may choose unarmed strike or grapple as the weapon. The Mercenary must be proficient with the chosen weapon. As per the feat,

the Mercenary adds +1 to all attack rolls made using the selected weapon.

### Weapon Specialisation

At 2nd level, a Mercenary gains a virtual Weapon Specialisation feat with a specific melee or ranged weapon. This must be a weapon he or she also has applied the Weapon Focus feat or class feature to. The Mercenary gets a +2 bonus on damage rolls with the chosen weapon, as per the description of that feat.

### Bonus Feats

At 3rd, 6th, and 9th level, the Mercenary gets a bonus feat. The bonus feat must be selected from the following list, and the Mercenary must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armour Proficiency (light), Armour Proficiency, Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

In addition to these, a Mercenary can use this bonus feat to take a selection from the Soldier basic class's talent trees. As with any selection from the talent trees, the Mercenary must meet all of the prerequisites before making a choice of which power to take.

### Tactical Aid

As an attack action, the Mercenary provides tactical aid to any single ally (but not him or herself) within sight and voice range of the Mercenary's position. As a full-round action, the Mercenary provides tactical aid to all of his or her allies (including him or herself) within sight and

## The Mercenary

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+1	+1	+0	Weapon Focus	+1	+0	+1 die
2nd	+1	+2	+2	+0	Weapon Specialisation	+1	+0	-
3rd	+2	+2	+2	+1	Bonus Feat	+2	+0	-
4th	+3	+2	+2	+1	Tactical Aid	+2	+0	-
5th	+3	+3	+3	+1	Improved Critical	+3	+1	-
6th	+4	+3	+3	+2	Bonus Feat	+3	+1	+2 dice
7th	+5	+4	+4	+2	Improved Reaction	+4	+1	-
8th	+6	+4	+4	+2	Greater Specialisation	+4	+1	-
9th	+6/+1	+4	+4	+3	Bonus Feat	+5	+2	-
10th	+7/+2	+5	+5	+3	Critical Strike	+5	+2	-

voice range of the Mercenary's position. This aid provides either a competence bonus on attack rolls or a dodge bonus to Defence (Mercenary's choice). This bonus is equal to the Mercenary's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Mercenary's level in the advanced class, rounded down. Characters must be able to communicate with the Mercenary to benefit from this bonus.

### Improved Critical

The threat range of any weapon the mercenary has Weapon Specialisation in increases by one. This stacks with any other kind of threat range improvement, occurring after all other multipliers and increases have occurred.

### Improved Reaction

At 7th level, a Mercenary gains a +2 competence bonus on initiative checks.

### Greater Specialisation

At 8th level, a Mercenary gains even deadlier combat abilities with the weapon he or she selected at 2nd level for the Weapon Specialisation class feature. This ability increases the bonus on damage rolls to +4 when using the selected weapon, superseding the previous Weapon Specialisation's bonus.

### Critical Strike

At 10th level, a Mercenary gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied Weapon Specialisation to, thus eliminating the need to make a roll to confirm the critical hit.

## THE GUNSLINGER

People in the sprawl know the law of the gun all too well; he who holds the gun makes the law. There are those who have taken to their firearms not just as weapons and tools of power but as a way of life. The focus and dedication they show to their guns grant them uncanny accuracy and a remarkable firing speed. A gunslinger often follows an ancient code passed down from the nearly-forgotten days of the Old West. They fight fair, shoot straight, and protect those who cannot protect themselves. Of course, not every gunslinger ascribes to these ideals and the dark world of the Cybernet is host to more than a few pistoleers with a penchant with drawing a bead on their target's back.

### REQUIREMENTS

To qualify to become a Gunslinger, a character must fulfil the following criteria.

**Base Attack Bonus:** +3.

**Skill:** Sleight of Hand 6 ranks, Tumble 6 ranks.

**Feat:** Personal Firearms Proficiency, Quick Draw

### CLASS INFORMATION

The following information pertains to the Gunslinger advanced class.

**Hit Die:** 1d8

**Class skills:** The Gunslinger's class skills (and the key ability for each skill) are: Bluff (Cha), Demolitions (Int), Drive (Dex), Escape (Dex), Gamble (Wis), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

**Skill Points at Each Level:** 5 + Int modifier.

### The Gunslinger

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+1	+1	Close Combat Shot	+1	+0	-
2nd	+1	+0	+2	+2	Weapon Focus	+1	+0	+1 dice
3rd	+2	+1	+2	+2	Bonus Feat	+2	+1	-
4th	+3	+1	+2	+2	Defensive Position	+2	+1	-
5th	+3	+1	+3	+3	Lightning Shot	+3	+1	-
6th	+4	+2	+3	+3	Bonus Feat	+3	+2	+2 dice
7th	+5	+2	+4	+4	Sharp Shooting	+4	+2	-
8th	+6	+2	+4	+4	Greater Focus	+4	+2	-
9th	+6/+1	+3	+4	+4	Bonus Feat	+5	+3	-
10th	+7/+2	+3	+5	+5	Bullseye	+5	+3	+3 dice

## CLASS FEATURES

The following features pertain to the Gunslinger advanced class.

### Close Combat Shot

At 1st level, a Gunslinger gains the ability to make a ranged attack with a Medium-size or smaller firearm while in a threatened area without provoking an attack of opportunity. If this attack is taken in the same round the firearm is drawn using Quick Draw, the second range increment of the weapon does not impose any penalty to the attack roll.

### Weapon Focus

At 2nd level, a Gunslinger gains the Weapon Focus class feature, providing the virtual benefit of the feat with the same name. The Gunslinger must choose a specific personal firearm. Just as with the Weapon Focus feat, the gunslinger adds a +1 bonus to all attack rolls you make using the selected personal firearm.

### Bonus Feats

At 3rd, 6th, and 9th level, the Gunslinger gets a bonus feat. The bonus feat must be selected from the following list, and the Gunslinger must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Burst Fire, Dead Aim, Double Tap, Far Shot, Improved Two-Weapon Fighting, Precise Shot, Quick Reload, Shot on the Run, Skip Shot, Strafe, Two-Weapon Fighting.

In addition to these, a Gunslinger can use this bonus feat to take a selection from the Soldier basic class's talent trees. As with any selection from the talent trees, the Gunslinger must meet all of the prerequisites before making a choice of which power to take.

### Defensive Position

Starting at 4th level, the Gunslinger gains an additional +2 cover bonus to Defence and an additional +2 cover bonus on Reflex saves whenever he or she has one-quarter, one-half, three-quarters, or nine-tenths cover.

### Lightning Shot

Starting at 5th level, a Gunslinger can make a flurry of ranged attacks with a personal firearm at the expense of accuracy. With a lightning shot, the Gunslinger may make one extra ranged attack with a personal firearm in a round at his or her highest base attack bonus. This attack and all other attacks made in the round suffer a -2 penalty. Using lightning shot is a full-round action. The Gunslinger cannot take more than a 5-foot step and use lightning shot in the same round.

### Sharp-Shooting

At 7th level, if the Gunslinger uses a personal firearm to attack a target, the cover bonus to the target's Defence for one-quarter, one-half, three-quarters, or nine-tenths cover is reduced by 2. This ability also reduces the miss chance a target might benefit from due to concealment by 10%.

### Greater Focus

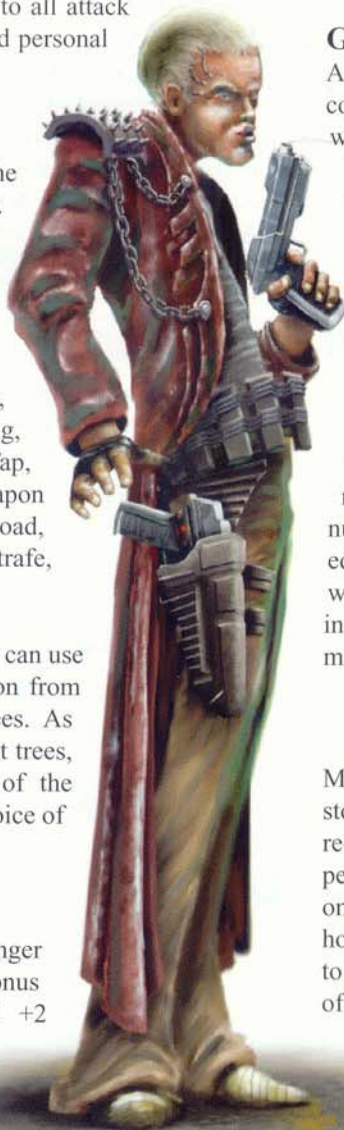
At 8th level, a Gunslinger receives a +1 competence bonus on attack rolls made with the firearm selected for the Weapon Focus ability at 2nd level. This bonus stacks with the earlier bonus, resulting in a total bonus of +2 to attack rolls with the chosen weapon.

### Bullseye

At 10th level, a Gunslinger becomes so adept at using the firearm to which he or she has applied Weapon Focus and Greater Weapon Focus that the gunslinger's attacks with that firearm can deal extra damage. With a successful attack, before damage is rolled, the gunslinger can spend Edge Dice to deal a number of bonus points of damage equal to the total edge roll. A number of Edge Dice can be spent this way equal to the character's Gunslinger level, resulting in potentially devastating attacks at the expensive cost of multiple dice.

## THE MASTER THIEF

Megaplexes are dark, shadowy edifices of concrete and stone, with millions of residences tucked away in its cold recesses. Every one of these is ripe for the harvesting if a person has the tools and the talent for larceny. Any jacker on the streets can crack a window and slip into someone's home, but it takes someone of slightly more honed skills to bypass electronic security, evade guard dogs, and make off with a priceless painting from the wall of a corporate executive's high-rise flat. Master Thieves are some of



the most notorious deviants in the generation of the System- citizens beholden to no one who not only disrespect the law but come up with inventive ways to circumvent it.

## REQUIREMENTS

To qualify to become a Master Thief, a character must fulfil the following criteria.

**Base Attack Bonus:** +2.

**Skills:** Hide 6 ranks, Move Silently 6 ranks.

**Feat:** Stealthy

## CLASS INFORMATION

The following information pertains to the Master Thief advanced class.

**Hit Die:** 1d8

**Class skills:** The Master Thief's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Disguise (Cha), Disable Device (Int), Escape (Dex), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (art, business, current events, popular culture, streetwise, web) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

**Skill Points at Each Level:** 7 + Int modifier.

## CLASS FEATURES

The following features pertain to the Master Thief advanced class.

### Sweep

A Master Thief knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Master Thief (but not behind him or her). The Master Thief can use this bonus at the start of an encounter. Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

### Improvised Implements

At 2nd level, a Master Thief no longer takes a -4 penalty when wielding an improvised weapon. Also, the Master Thief is able to make do without proper equipment in certain circumstances: the Master Thief no longer takes a -4 penalty when using the Climb and Disable Device skills without the proper tools.

### Bonus Feats

At 3rd, 6th, and 9th level, the Master Thief gets a bonus feat. The bonus feat must be selected from the following list, and the Master Thief must meet all the prerequisites of the feat to select it.

Acrobatic, Alertness, Armour Proficiency (light), Athletic, Attentive, Brawl, Cautious, Defensive Martial Arts, Dodge, Elusive Target, Meticulous, Mobility, Nimble, Renown, Run, Stealthy.

In addition to these, a Master Thief can use this bonus feat to take a selection from the Jacker basic class's talent trees. As with any selection from the talent trees, the Master Thief must meet all of the prerequisites before making a choice of which power to take.

## The Master Thief

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+1	+0	Sweep	+1	+0	+1 die
2nd	+1	+0	+2	+0	Improvised Implements	+2	+1	-
3rd	+1	+1	+2	+1	Bonus Feat	+2	+1	-
4th	+2	+1	+2	+1	Improved Evasion	+3	+1	-
5th	+2	+1	+3	+1	Skill Master	+4	+2	+2 dice
6th	+3	+2	+3	+2	Bonus Feat	+4	+2	-
7th	+3	+2	+4	+2	Improvised Weapons	+5	+2	-
8th	+4	+2	+4	+2	Improvised Sweep	+6	+3	-
9th	+4	+3	+4	+3	Bonus Feat	+6	+3	+3 dice
10th	+5	+3	+5	+3	Without a Trace	+7	+4	-

### Improved Evasion

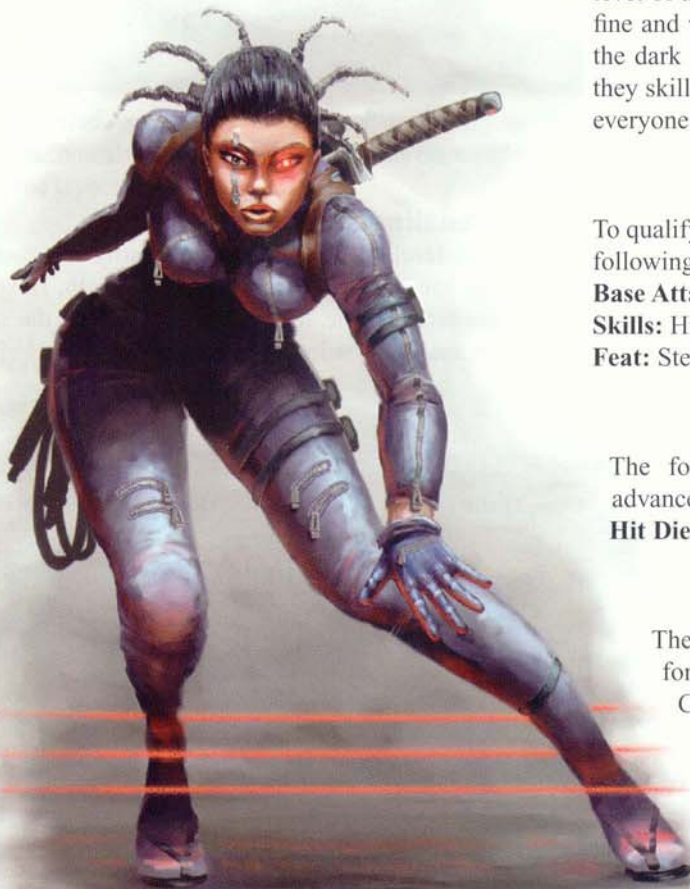
If an Master Thief of 4th level or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Master Thief suffers no damage if he or she makes a successful saving throw and only half damage on a failed save. Improved evasion can only be used when wearing light armour or no armour. For a Master Thief who does not have evasion, improved evasion counts as evasion for the purpose of meeting the prerequisites on the Fast hero's defensive talent tree.

### Skill Mastery

At 5th level, a Master Thief selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a check using one of these skills, the Master Thief may take 10 even if stress and distractions would normally prevent him or her from doing so.

### Improvised Weapons

At 7th level, a Master Thief's attacks with improvised weapons deal more damage. The Master Thief treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.



### Improved Sweep

At 8th level, a Master Thief's ability to get the lay of the land improves. Now the Master Thief not only spots potential perils with a successful check, he or she can determine the relative strength of these dangers. A successful check relates the danger's strength compared to the Master Thief: stronger (higher level or Hit Dice), on par (same level or HD), or weaker (lower level or HD).

### Without a Trace

At 10th level, when a Master Thief uses any of the following **Skills**: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Master Thief's activity take a -4 penalty.

## THE RUNNER

In a world where death can be just a walk down the street away, there are still those who enjoy risking their lives for profit, fame, or just the rush of adrenaline that comes with racing against the Grim Reaper. These action junkies are also known as runners in the parlance of the sprawl and are looked at with a mixture of awe, envy, and a healthy level of avoidance by anyone sane. Runners can make a fine and valuable addition to any group of adventures in the dark tomorrow, but they can also bite off more than they skills can handle and bring that hell to rain down on everyone around them.

### REQUIREMENTS

To qualify to become a Runner, a character must fulfil the following criteria.

**Base Attack Bonus:** +2.

**Skills:** Hide 6 ranks, Move Silently 6 ranks.

**Feat:** Stealthy

### CLASS INFORMATION

The following information pertains to the Runner advanced class.

**Hit Die:** 1d8

### CLASS SKILLS

The Runner's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture) (Int), Perform (act) (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Swim (Str), Tumble (Dex).

**Skill Points at Each Level:** 5 + Int modifier.

## CLASS FEATURES

The following features pertain to the Runner advanced class.

### Fearless

A Runner gains a +4 morale bonus on Will saves to resist fear effects and on level checks to oppose Intimidate checks.

### Leaping Stand

A Runner of 2nd level or higher can stand up from a prone position as a free action.

### Bonus Feats

At 3rd, 6th, and 9th level, the Runner gets a bonus feat. The bonus feat must be selected from the following list, and the Runner must meet all the prerequisites of the feat to select it.

Acrobatic, Armour Proficiency (light), Athletic, Brawl, Cautious, Dodge, Force Stop, Improved Brawl, Improved Damage Threshold, Improved Knockout Punch, Knockout Punch, Mobility, Nimble, Spring Attack, Streetfighting, Surface Vehicle Operation, Toughness, Vehicle Dodge, Vehicle Expert.

In addition to these, a Runner can use this bonus feat to take a selection from the Connection or Jacker's basic class's talent trees. As with any selection from the talent trees, the Runner must meet all of the prerequisites before making a choice of which power to take.

### Razor Edge

This ability, gained at 4th level, allows a Runner to spend 2 edge dice in a single action. A Runner can spend 1 edge die, see the result of the roll, and then decide to spend a



second die, as long as he or she does so before the Games Master reveals the result of the action.

### Adrenaline Rush

At 5th level, a Runner can temporarily increase one of his or her physical ability scores (Strength, Dexterity, or Constitution). The Runner spends 1 edge die and gets to increase the selected ability score by 1d4+1 points.

## The Runner

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+2	+0	Fearless	+1	+0	+1 die
2nd	+1	+0	+3	+0	Leaping Stand	+2	+0	-
3rd	+1	+1	+3	+1	Bonus Feat	+2	+1	-
4th	+2	+1	+4	+1	Razor Edge	+3	+1	-
5th	+2	+1	+4	+1	Adrenaline Rush I	+4	+1	+2 dice
6th	+3	+2	+5	+2	Bonus Feat	+4	+2	-
7th	+3	+2	+5	+2	Delay Damage	+5	+2	-
8th	+4	+2	+6	+2	Adrenaline Rush II	+6	+2	-
9th	+4	+3	+6	+3	Bonus Feat	+6	+3	+3 dice
10th	+5	+3	+7	+3	Increased Threshold	+7	+3	-

The increase lasts for a number of rounds equal to his or her class level. At the end of the duration, the Runner is fatigued for 1d4+1 rounds.

At 8th level, a Runner can temporarily increase two physical ability scores. At the end of the duration, the Runner is fatigued for 1d6+2 rounds.

### Delay Damage

Once per day, a Runner of 7th level or higher can delay the damage dealt by a single attack or effect for a number of rounds equal to his or her class level.

### Damage Threshold

A 10th-level Runner increases his or her massive damage threshold by 3 points. This increase stacks with the increase provided by the Improved Damage Threshold feat.

## FIELD SCIENTIST

In the technologically advanced future, scientists are both common and very valuable. They provide governments with weapons and devices to keep their populations in check, corporations with the inventions they need to keep themselves in economic power, and maintain the high tech that even the most impoverished sprawl dweller takes for granted. While science takes place mostly in cloistered laboratories, there are men and women of learning who take their technical knowledge with them into the violent world of the Cybernet.

### The Field Scientist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+1	+1	Smart Defence	+0	+0	-
2nd	+1	+0	+2	+2	Scientific Improvisation	+1	+0	-
3rd	+1	+1	+2	+2	Bonus Feat	+1	+1	+1 die
4th	+2	+1	+2	+2	Skill Mastery	+1	+1	-
5th	+2	+1	+3	+3	Minor Breakthrough	+2	+1	-
6th	+3	+2	+3	+3	Bonus Feat	+2	+2	-
7th	+3	+2	+4	+4	Smart Survival	+2	+2	+2 dice
8th	+4	+2	+4	+4		+3	+2	-
9th	+4	+3	+4	+4	Bonus Feat	+3	+3	-
10th	+5	+3	+5	+5		+3	+3	-

## REQUIREMENTS

To qualify to become a Field Scientist, a character must fulfil the following criteria.

**Skills:** 6 ranks in either Craft (chemical) or Craft (electronic), plus 6 ranks in Knowledge (earth and life sciences), Knowledge (physical sciences), or Knowledge (technology), plus 6 ranks in Research.

**Feat:** Educated

## CLASS INFORMATION

The following information pertains to the Field Scientist advanced class.

**Hit Die:** 1d6

## CLASS SKILLS

The Field Scientist's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

**Skill Points at Each Level:** 7 + Int modifier.

## CLASS FEATURES

The following features pertain to the Field Scientist advanced class.



### Smart Defence

A Field Scientist applies his or her Intelligence bonus and his or her Reflex Save to his or her Defence Value. Any situation that would deny the Field Scientist his or her Dexterity bonus to Defence also denies the Intelligence bonus.

### Scientific Improvisation

At 2nd level, a Field Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Field Scientist create objects in a dramatic situation quickly and cheaply, but that have a limited duration. By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Field Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function. Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Field Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

### Bonus Feats

At 3rd, 6th, and 9th level, the Field Scientist gets a bonus feat. The bonus feat must be selected from the following list, and the Field Scientist must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Attentive, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Renown, Studious.

In addition to these, a Field Scientist can use this bonus feat to take a selection from the Professional's basic class's talent trees. As with any

selection from the talent trees, the Field Scientist must meet all of the prerequisites before making a choice of which power to take.

### Skill Mastery

At 4th level, a Field Scientist selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a skill check using one of these skills, the Field Scientist may take 10 even if stress and distractions would normally prevent him or her from doing so.

### Minor Breakthrough

Upon attaining 5th level, a Field Scientist receives credit for a minor scientific breakthrough that earns him or her the recognition of her peers. The Field Scientist chooses one of the following Knowledge **Skills**: behavioural sciences, earth and life sciences, physical sciences, or technology. When dealing with others with at least 1 rank in the same Knowledge skill, the Field Scientist gains a +2 bonus on Reputation checks.

This minor breakthrough also provides the Field Scientist with a +3 Wealth bonus increase.

### Smart Survival

A Field Scientist of 7th level or higher can spend 1 edge die to reduce the damage dealt by a single attack or effect by 5 points.

### Smart Weapon

At 8th level, the Field Scientist selects one weapon that he or she is proficient in and can use with one hand. With the selected weapon, the Field Scientist can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

### Major Breakthrough

At 10th level, the Field Scientist gains a +2 bonus on Reputation checks when dealing with individuals who have at least 1 rank in any of the following Knowledge **Skills**: behavioural sciences, earth and life sciences, physical sciences, or technology. This bonus stacks with the bonus provided by the



minor breakthrough ability. This major breakthrough also provides the Field Scientist with a +3 Wealth bonus increase.

## TECH SAVANT

Anyone with the right training can understand how technical device work. A little experience will give almost any character the ability to cobble together basic devices and repair broken ones. These are common skills in the Cybernet age, but there are those who step past this basic level of ability. Tech Savants not only understand machines, they practically think like machines. These master builders and inventors can assemble anything, repair even catastrophic damage, and put together a device for almost any occasion, given enough time and resources.

## REQUIREMENTS

To qualify to become a Tech Savant, a character must fulfil the following criteria.

**Skills:** Computer Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Disable Device 6 ranks.

**Feat:** Gearhead

## CLASS INFORMATION

The following information pertains to the Tech Savant advanced class.

**Hit Die:** 1d6

## CLASS SKILLS

The Tech Savant's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (electronic,

mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).

**Skill Points at Each Level:** 7 + Int modifier.

## CLASS FEATURES

The following features pertain to the Tech Savant advanced class.

### Jury-Rig

A Tech Savant gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging. At 7th level, this competence bonus increases to +4.

### Push Technology

If a device has mechanical or electronic components, a Tech Savant of 2nd level or higher can get maximum performance out of it. By spending 1 edge die and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Tech Savant can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table overleaf.

## The Tech Savant

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+0	+2	Jury-Rig +2	+0	+0	-
2nd	+1	+0	+0	+3	Push Technology	+1	+1	-
3rd	+1	+1	+1	+3	Bonus Feat	+1	+1	+1 die
4th	+2	+1	+1	+4	Robotechnology	+1	+1	-
5th	+2	+1	+1	+4	Mastercraft	+2	+2	-
6th	+3	+2	+2	+5	Bonus Feat	+2	+2	-
7th	+3	+2	+2	+5	Jury Rig +4	+2	+2	+2 dice
8th	+4	+2	+2	+6	Mastercraft	+3	+3	-
9th	+4	+3	+3	+6	Bonus Feat	+3	+3	-
10th	+5	+3	+3	+7	Mastercraft	+3	+3	-

Improvement	Craft DC	Repair Chance (d%)
<b>Ranged Weapons</b>		
+1 to damage	15	01-25
+2 to damage	20	01-50
+3 to damage	25	01-75
+5 ft. to range increment	15	01-25
+10 ft. to range increment	25	01-50
<b>Electronic Devices</b>		
+1 equipment bonus	15	01-25
+2 equipment bonus	20	01-50
+3 equipment bonus	25	01-75
<b>Vehicles</b>		
+1 on initiative checks	20	01-25
+1 to manoeuvre	25	01-50
+2 to manoeuvre	30	01-75

The Tech Savant performs these modifications in 1 hour. The Tech Savant can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Tech Savant class level, beginning when the object is first put into use. The Tech Savant selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

### Bonus Feats

At 3rd, 6th, and 9th level, the Tech Savant gets a bonus feat. The bonus feat must be selected from the following list, and the Tech Savant must meet all the prerequisites of the feat to select it.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studios.

In addition to these, a Tech Savant can use this bonus feat to take a selection from the Webcrawler or Professional's basic class's talent trees. As with any selection from the talent trees, the Tech Savant must meet all of the prerequisites before making a choice of which power to take.

### Robotechnology

A Tech Savant of 4th level or higher can build remote-controlled robots that are Tiny or Diminutive in size. These robots serve as the Tech Savant's eyes, ears, or hands out to a predetermined distance away from the

character when the Tech Savant wants to use one of the following **Skills**: Computer Use, Demolitions, Disable Device, Listen, Repair, or Spot.

The Tech Savant must have at least 1 rank in the skill that he wants to program into the robot. The Tech Savant can only control one robot at a time, and only one of his robots can be active at any time.

Follow these steps to build a robot.

- > **Wealth Check:** The purchase DC for the components needed to construct a robot is based on the robot's size.

Size	Purchase DC
Diminutive	18
Tiny	15

Make the Wealth check to purchase and gather the necessary components prior to starting construction.

- > **Construct Frame:** The robot's body determines its size, shape, locomotion, and hit points. The DC of the Craft (mechanical) check is set by the robot's size and modified by the form of locomotion selected.

Size	Craft DC
Diminutive	15
Tiny	12

Components	DC Modifier
<b>Frame Shape and Locomotion *</b>	
Bipedal	+4
Quadruped	+3
Treads	+2
Wheels	+1
<b>External Components **</b>	
Manipulators ***	+3
Audio/visual sensor	+2
<b>Remote Range 1</b>	
Remote control link, 100 feet	+1
Remote control link, 200 feet	+3
Remote control link, 300 feet	+5

\* Select only one of the options in this category.

\*\* Select one or more of the options in this category.

\*\*\* Necessary for a robot built to use any skill except Listen or Spot.

Select a frame size and form, add manipulators and sensors as necessary, and choose a type of remote control link. Add all the modifiers to determine the check's DC. Make the Craft (mechanical) check to construct the robot's frame. It takes a Tech Savant 30 hours to construct a Diminutive robot frame or 12 hours to construct a Tiny robot frame.

A Diminutive robot can be 6 to 12 inches long or tall and weighs about 1 pound. A Tiny robot can be 13 to 24 inches long or tall and weighs up to 3 pounds. Statistics for these robots can be found in the Creature listings.

- > *Construct the Electronics:* The next step is to build the internal electronics for the robot and install them in the frame. The DC is based on the size of the robot and modified by the number of components that need to be wired together. For a Diminutive robot, the DC is 20. For a Tiny robot, the DC is 15. Add +1 to the DC for each external component and +2 for the remote link. Make the Craft (electronic) check.

It takes a Tech Savant 12 hours to wire a Diminutive robot or 6 hours to wire a Tiny robot.

For example, wiring the electronics for the Tiny robot described above requires a check against DC 19 after 6 hours of work.

- > *Program the Robot:* The Tech Savant programs the robot as the final step. Decide how many ranks of the appropriate skill to program into the robot, up to the number of ranks the Tech Savant has in the skill. A Tech Savant's robot can only contain programming for one skill. Make the Computer Use check to program the robot.

The DC for the Computer Use check is 20, modified by the number of ranks the Tech Savant wants to program into the robot (+1 to the DC for each rank). It takes 1 hour to program the robot.

Reprogramming: A robot can be reprogrammed at any time. Doing this requires 1 hour of work and a Computer Use check (DC 20 + the number of ranks programmed into the robot).

### Mastercraft

At 5th level, the Tech Savant becomes adept at creating mastercraft objects. He or she applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill. With Craft (electronic), the Tech Savant can build electronic devices. With Craft (mechanical), the Tech Savant can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components (see the appropriate Craft skill description) + the bonus provided by the mastercraft feature. A Tech Savant can add the mastercraft feature to an existing ordinary object by making the Wealth check and then making the Craft check as though he or she were constructing the object from scratch.

In addition to the Wealth check, the Tech Savant must also pay a cost in experience points equal to 25 x his or her Tech Savant level x the bonus provided by the mastercraft feature. The XP must be paid before



making the Craft check. If the expenditure of these XP would drop the Tech Savant to below the minimum needed for his or her current level, then the XP can't be paid and the Tech Savant can't use the mastercraft ability until he or she gains enough additional XP to remain at his or her current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armour, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 8th level, the Tech Savant can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected at 5th level, so that his or her mastercraft objects provide a +2 bonus.

At 10th level, the Tech Savant adds another +1 bonus to his or her mastercraft ability. If the Tech Savant focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the Tech Savant already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.

### The Field Medic

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+0	+2	Medical Specialist +1	+0	+0	-
2nd	+1	+0	+0	+3	Expert Healer	+1	+1	-
3rd	+1	+1	+1	+3	Bonus Feat	+1	+1	+1 die
4th	+2	+1	+1	+4	Medical Mastery	+1	+1	-
5th	+2	+1	+1	+4	Medical Specialist +2	+2	+2	-
6th	+3	+2	+2	+5	Bonus Feat	+2	+2	-
7th	+3	+2	+2	+5	Minor Medical Miracle	+2	+2	+2 dice
8th	+4	+2	+2	+6	Medical Specialist +3	+3	+3	-
9th	+4	+3	+3	+6	Bonus Feat	+3	+3	-
10th	+5	+3	+3	+7	Medical Miracle	+3	+3	-

## FIELD MEDIC

It is one of the basic truths of the future that is the Cybernet- people get hurt. Any character with the Medical skill can stitch up a wound or administer medicine, but severe trauma requires more than just skill and experience; dire injuries require a professional with the ability to mend flesh and bind bones faster, better, and more surely than any other. Field Medics are some of the most valued people in the Cybernet setting, mostly because their talents are regrettably so much in demand.

### REQUIREMENTS

To qualify to become a Field Medic, a character must fulfil the following criteria.

**Base Attack Bonus:** +2.

**Skills:** Medical 6 ranks, Spot 6 ranks.

**Feat:** Surgery.

### Class Information

The following information pertains to the Field Medic advanced class.

**Hit Die:** 1d8

### CLASS SKILLS

The Field Medic's class skills (and the key ability for each skill) are: Computer Use (Int), Concentrate (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioural sciences, current events, earth and life sciences, popular culture, technology) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), Medical (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

### Class Features

The following features pertain to the Field Medic advanced class.

#### Medical Specialist

The Field Medic receives a competence bonus on Medical checks. At 1st level, the bonus is +1. It increases to +2 at 5th level, and to +3 at 8th level.

#### Expert Healer

At 2nd level and higher, the Field Medic's ability to restore hit points with a medical kit or surgery kit and a successful use of the Medical skill improves. In addition

to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Field Medic restores 1 hit point for every level he or she has in this advanced class.

#### Bonus Feats

At 3rd, 6th, and 9th level, the Field Medic gets a bonus feat. The bonus feat must be selected from the following list, and the Field Medic must meet all the prerequisites of the feat to select it.

Armour Proficiency (light), Armour Proficiency (medium), Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, Vehicle Expert.

#### Medical Mastery

When making a Medical skill check, a Field Medic of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so. This ability does not allow him to take 10 when using his Medical Miracle features.

#### Minor Medical Miracle

At 7th level or higher, a Field Medic can save a character reduced to -10 hit points or lower. If the Field Medic is able to administer aid within 3 rounds of the character's death, he or she can make a Medical check. The DC for this check is 30, and the Field Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilise and be restored to 0 hit points. If the Field Medic fails the skill check or the patient fails the save, the dead character cannot be saved.

This ability cannot be used on the same character more than once a day. There is only so much punishment the human body can take before it finally expires.



### Medical Miracle

At 10th level, a Field Medic can revive a character reduced to -10 hit points or lower. If the Field Medic is able to administer aid within 3 minutes of the character's death, he or she can make a Medical check. The DC for this check is 40, and the Field Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilise and be restored to 1d6 hit points. If the Field Medic fails the skill check or the patient fails the Fortitude save, the dead character cannot be restored.

This ability cannot be used on the same character more than once a day. There is only so much punishment the human body can take before it finally expires.



## DETECTIVE

The dark future is full of tragedies and no one sees them more often than those few who put their skills and body on the line to try and prevent them. Detectives in Cybernet fill the void left by the corrupt police force. When they will not help a citizen in distress, it falls upon detectives to seek some resolution for the

### The Detective

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+1	+1	Profile	+0	+0	-
2nd	+1	+0	+2	+2	Contact (Level 3)	+1	+1	-
3rd	+2	+1	+2	+2	Bonus Feat	+1	+1	+1 die
4th	+3	+1	+2	+2	Soft Touch	+1	+1	-
5th	+3	+1	+3	+3	Contact (Level 8)	+2	+2	-
6th	+4	+2	+3	+3	Bonus Feat	+2	+2	-
7th	+5	+2	+4	+4	Ring of Truth	+2	+2	+2 dice
8th	+6/+1	+2	+4	+4	Contact (Level 12)	+3	+3	-
9th	+6/+1	+3	+4	+4	Bonus Feat	+3	+3	-
10th	+7/+2	+3	+5	+5	Street Sense	+3	+3	-

wronged party. From the epidemic of missing persons cases to the increasingly more common crimes of murder that plague the megacity streets, detectives are there to look for the clues that the police could care less about.

## REQUIREMENTS

To qualify to become an Detective, a character must fulfil the following criteria.

**Base Attack Bonus:** +2.

**Skills:** Investigate 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

## CLASS INFORMATION

The following information pertains to the Detective advanced class.

**Hit Die:** 1d6

## CLASS SKILLS

The Detective's class skills (and the key ability for each skill) are: Bluff (Cha), Computer Use (Int), Disable Device (Dex), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

## CLASS FEATURES

The following features pertain to the Detective advanced class.

### Profile

By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Detective compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Detective can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Detective combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

### Contact

A Detective of 2nd level or higher cultivates associates and informants. Each time the Detective gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany a Detective on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Detective's behalf).

At 2nd level, the Detective gains a Level 3 contact, at 5th level a Level 8 contact, and at 8th level a Level 12 contact.

The Detective cannot call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate does not need to be compensated monetarily, but instead will consider that the Detective owes him a favour. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the masterful services they provide. The Games Master is free to determine what constitutes fair repayment.

### Bonus Feats

At 3rd, 6th, and 9th level, the Detective gets a bonus feat. The bonus feat must be selected from the following list, and the Detective must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armour Proficiency (light), Armour Proficiency, Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot, Stealthy, or any of the Reputation building feats.

In addition to these, a Detective can use this bonus feat to take a selection from the Professional or Jacker's basic class's talent trees. As with any selection from the talent trees, the Detective must meet all of the prerequisites before making a choice of which power to take.

### Soft Touch

At 4th level, a Detective becomes adept at using non-lethal force to subdue an opponent. From this point on, he or she can deal non-lethal damage with a weapon that normally deals lethal damage (if he or she so chooses) without taking the normal -4 penalty on the attack roll.



### Ring of Truth

At 7th level, an Detective develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Detective must be able to see and hear (but not necessarily understand) the individual under scrutiny. With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Detective can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

### Street Sense

At 10th level, a Detective becomes so attuned at solving mysteries that he or she finds a way to put two and two together and rarely misses a clue. Whenever the Detective spends 1 action point to improve the result of a skill check made using certain skills (see below), the Detective gets to add an additional 1d6 to the result.

The skills that sixth sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot.

live a normal life, would give almost anything for their anonymity back.

### REQUIREMENTS

To qualify to become a Celebrity, a character must fulfil the following criteria.

**Skills:** Diplomacy or Bluff 6 ranks, Perform (select one) 6 ranks.

**Feat:** Renown.

### CLASS INFORMATION

The following information pertains to the Celebrity advanced class.

**Hit Die:** 1d6

### CLASS SKILLS

The Celebrity's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (visual arts) (Int), Craft (writing) (Int), Diplomacy (Cha), Knowledge (art, behavioural sciences, business, civics, current events, popular culture) (Int), Perform (act, dance, sing, stand-up) (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none).

**Skill Points at Each Level:** 5 + Int modifier.

### CLASS FEATURES

The following features pertain to the Celebrity advanced class.

#### Unlimited Access

When others would normally make a Diplomacy check or Bluff check to smooth-talk or trick their way into a private

## THE CELEBRITY

Even in the disaffected, jaded future of Cybernet, there are celebrities. Some are musicians whose poly-symphonic rock lyrics reach out and touch the hearts of the world's angry masses. Others are gunners and runners who have pulled jobs that make them legends in their home sprawls. A few are actors and politicians whose exploits both in front of and behind the cameras make their names household fare and leave their faces etched on the public eye. Celebrities will be the first to admit that fame is very much a two-edged sword. Most, after trying in vain to

### The Celebrity

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+0	+2	Unlimited Access	+0	+1	-
2nd	+1	+0	+0	+3	Bonus Class Skill	+1	+1	-
3rd	+1	+1	+1	+3	Bonus Feat	+1	+1	+1 die
4th	+2	+1	+1	+4	Nouveau Royalty	+2	+2	-
5th	+2	+1	+1	+4	Winning Smile	+2	+2	-
6th	+3	+2	+2	+5	Bonus Feat	+3	+2	+2 dice
7th	+3	+2	+2	+5	Bonus Class Skill	+3	+3	-
8th	+4	+2	+2	+6	Nouveau Royalty	+4	+3	-
9th	+4	+3	+3	+6	Bonus Feat	+4	+3	+3 dice
10th	+5	+3	+3	+5	Compelling Performance	+5	+4	-

party or invitation-only event, the Celebrity adds a bonus equal to his or her Celebrity level.

When a Celebrity buys a ticket to a show or for transportation, he or she can make a Diplomacy check to get that ticket upgraded. DCs are given below.

Upgrade	Diplomacy DC
Seat at sporting event to field pass	10
Hotel room to suite	15
Concert or theatre ticket to backstage pass	20
Economy transportation to first-class	25

### Bonus Class Skill

At 2nd and again at 7th level, the Celebrity designates one cross-class skill as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of Celebrity. Any skill the character does not get as a class skill for Celebrity can be chosen,

even one that he has access to from another class.

### Bonus Feats

At 3rd, 6th, and 9th level, the Celebrity gets a bonus feat. The bonus feat must be selected from the following list, and the Celebrity must meet all the prerequisites of the feat to select it.

Alertness, Animal Affinity, Combat Expertise, Confident, Creative, Deceptive, Defensive Martial Arts, Educated, Trustworthy.

In addition to these, a Celebrity can use this bonus feat to take a selection from the Connection or Corporate basic class talent trees. As with any selection from the talent trees, the Celebrity must meet all of the prerequisites before making a choice of which power to take.

### Nouveau Royalty

At 4th and 8th level, a Celebrity's activities in the public eye generate extra income. This income provides a Wealth bonus increase of +4.

### Winning Smile

At 5th level, a Celebrity develops such force of personal magnetism that he or she can convince a single target to regard him or her as a trusted friend. (If the target is currently being threatened or attacked by the Celebrity or his or her allies, this ability will not work). The target makes a Will saving throw to avoid being persuaded by the Celebrity's words and actions. The DC is 10 + Celebrity's class level + Celebrity's Charisma bonus.

This ability does not enable the Celebrity to control the target, but the target perceives the Celebrity's words and actions in the most favourable way. The Celebrity can try to give the target orders, but he or she must win an opposed Charisma check to convince the target to perform any actions the target would not normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by the Celebrity or his or her allies



that threatens the target breaks the mood and clears the target's head.

Otherwise, a target remains won over for 1 minute per Celebrity level. After the duration expires, the GM determines the reaction and attitude of the target based on what the Celebrity compelled the target to do on his behalf.

### Compelling Performance

At 10th level, a Celebrity's force of personal magnetism increases to the point that he or she can arouse a single emotion of his or her choice—despair, hope, or rage—in a target. To use this ability, the Celebrity must spend 1 action point. The emotion he or she arouses affects one target (a GM character) within 15 feet of the Celebrity (or within 15 feet of a television, radio, or telephone that broadcasts the Celebrity's performance). The performance requires a full-round action, and its effects on the target last for 1d4+1 rounds.

The target makes a Will saving throw. The DC is 10 + Celebrity's class level + Celebrity's Charisma bonus. If the target succeeds at the saving throw, he or she is immune to the compulsion of this performance. If the target fails, he or she reacts to the emotion as described below.

*Despair:* The target takes a -2 morale penalty on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

*Hope:* The target gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

*Rage:* The target gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a

-1 penalty to Defence. In a dramatic situation, the target is compelled to fight, regardless of the danger.

## TRUE HACKER

The True Hacker is something of an anomaly – more content to live within the web than the 'real world', the True Hacker lives and breathes computers and programs. Staking their lives and reputations on their skills within the web, True Hackers are the ultimate icons of the web-world – some can be as famed as the most popular of media icons within their own niche of the sprawl.

### REQUIREMENTS

To qualify to become a True Hacker, a character must fulfil the following criteria.

**Skills:** Computer Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks.

**Feat:** Skill Focus (Computer Use)

### CLASS INFORMATION

The following information pertains to the True Hacker advanced class.

**Hit Die:** 1d6

### CLASS SKILLS

The True Hacker's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (electronic, mechanical, visual art, writing) (Int), Decryption (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (art, business, civics, current events, engineering, popular culture, streetwise, technology) (Int), Navigate (Int), Profession (Wis), Repair (Int), Research (Int), Technical (Int), and Search (Int).

### The True Hacker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence	Reputation	Edge Dice
1st	+0	+0	+0	+2	Web Cred	+0	+0	-
2nd	+1	+0	+0	+3	Compression -1	+1	+1	-
3rd	+1	+1	+1	+3	Bonus Feat	+1	+1	+1 die
4th	+2	+1	+1	+4	Web Combat Mastery I	+1	+1	-
5th	+2	+1	+1	+4	Data Reaper	+2	+2	-
6th	+3	+2	+2	+5	Bonus Feat	+2	+2	-
7th	+3	+2	+2	+5	Compression -2	+2	+2	+2 dice
8th	+4	+2	+2	+6	Web Combat Mastery II	+3	+3	-
9th	+4	+3	+3	+6	Bonus Feat	+3	+3	-
10th	+5	+3	+3	+7	Digital Legend	+3	+3	-

**Skill Points at Each Level:** 7 + Int modifier.

## CLASS FEATURES

The following features pertain to the True Hacker advanced class.

### Web Cred

A True Hacker is well known in the computing culture of the Cybernet. Whenever a True Hacker interacts in any way with a character who possesses 1 or more ranks in Knowledge (web), he gains a +2 temporary bonus to all Charisma related skills. This only affects those with a reason to respect the character; the Games Master may determine that in certain circles (such as rival hackers, WebSec forces, etc.), this bonus becomes a penalty instead.

### Compression

One of the secrets to success as a True Hacker is knowing how to make the most of one's resources. Any time a True Hacker of 2<sup>nd</sup> level or higher loads any program or data file into his Webdeck's memory, its block size is reduced by 1. At 7<sup>th</sup> level, the Hacker can reduce files

sizes by 2 blocks. This ability cannot reduce a program's size smaller than 1 block.

### Web Combat Mastery

A True Hacker gains a +1 bonus at 4<sup>th</sup> level to any attack and damage rolls made while in the Web. This bonus increases to +2 at 7<sup>th</sup> level. The bonus provided by Web Combat Mastery adds to any attack and damage roll made for any reason by the character in the Web. It even adds to indirect damaging attacks such as a Bomb program set by the True Hacker.

### Data Reaper

A True Hacker can gather information and affect files much faster than other webcrawlers. When using the Copy action through a Clone or Pirate program, running it takes only 1d6 rounds as opposed to 1d10. Also, the Pirate program, when run by a True Hacker, has a 60 foot effective range. When a True Hacker with the Data Reaper ability takes an action to try and dissolve a program or run the Erase program, he gains a +2 bonus to any die rolls required for success.

### Digital Legend

The many exploits of a True Hacker at 10<sup>th</sup> level have reached far and wide on the Web, making their aliases and/or real name (depending on how secretive and careful the character has been) common knowledge to anyone with any knowledge of the Web and its culture. Digital Legends always succeed at any unopposed Charisma based skill check involving targets with 4 or more ranks of Knowledge (web). Opposed skill checks involve Charisma based skills receive a +4 bonus (this supersedes the bonus gained by Web Cred) instead.

This does have the drawback of making it harder for a True Hacker of 10<sup>th</sup> level to hide his presence on the Web. Servers become optimised to locate him, penalising his Computer Use checks to hide his presence by -4. This is not usually a serious drawback, but it can make things difficult at times. Then again, close shaves and narrow margins of victory during web runs only serve to increase a True Hacker's digital legend even more.



# CYBERNET CHARACTER SHEET

	Ability Score	Ability Modifier	Temp. Score	Temp. Modifier
<b>STR</b> Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b> Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b> Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b> Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b> Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b> Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	Total	Base Save	Ability Modifier	Misc. Modifier	Misc. Modifier	Temp. Modifier
<b>FORT</b> CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>REF</b> DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WILL</b> WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

<b>HIT POINTS</b>	Current	Maximum	Temp.	Subdual	Hit Dice	Misc.
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DAMAGE REDUCTION</b>						<input type="text"/>

<b>MELEE</b> Attack Bonus	Total	Base Attack	Strength Modifier	Size Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Temp. Modifier
	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+
Total Attack										
Weapon	Bonus	Damage	Critical	Range	Type	Size	Weight	Notes		

<b>RANGED</b> Attack Bonus	Total	Base Attack	Dexterity Modifier	Size Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Temp. Modifier
	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+
Total Attack										
Weapon	Bonus	Damage	Critical	Range	R.O.F	Mag	Size	Weight	Restriction	

<b>INITIATIVE</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
<b>EDGE DICE</b>	<input type="text"/>	<b>REP</b>		<input type="text"/>	

<b>DEFENCE VALUE</b>	Total	Base Bonus	Dexterity Modifier	Size Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	+ 10
	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	
Armour Notes										<b>Armour Penalty</b>
										<input type="text"/>
										<input type="text"/>
										<input type="text"/>
										<input type="text"/>



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# Edge Dice

(Or, ‘Okay, I get three d8 of these things. What the hell do they do?’)

*‘I’m a great believer in luck, and I find the harder I work, the more I have of it.’*

- **Thomas Jefferson (1743-1826)**

Player Characters in Cybernet have skills, combat prowess, and talent trees that provide them all the abilities they need to survive in the hostile world of tomorrow. But when the chips are down and mercenary goons are giving you a wake up call with machine guns, it might take a little bit more to survive. With the whole world against you, you need to reach for more than a handgun and the nearest door handle. You need an **edge**.

That’s what Edge Dice are for, and only members of the Player Character classes have them. These represent the fact that while everyone in the world of the Cybernet is (probably) human, they are not all created equal. Some people rise above the norm, taking the curves that life throws them and batting them more often than they miss. For people like the Player Characters, chance is kinder than it is cruel, but even those with luck on their side can quickly learn that fortune is fickle. The moment you rely on it and have nothing else to back your play is the moment you go down for the count.

Characters with Edge Dice have the ability to make their actions count when they need it most. Edge Dice are that extra effort, that measure of faith, or that desperate gamble that pays off just when you absolutely, positively need to succeed. The long range rifle shot in high wind that needs to hit or the man with the bomb blows up New Vegas, the Web hack that must crack the virus code or half the sector gets reformatted, and the incoming monosword that you either dodge or try to live without a head are all situations where Edge Dice can be the only thing between success and, as Rip put it earlier, ‘closed caskets all around’.

## Game Mechanics

Player Characters accrue a certain number of Edge Dice that they can use during game play. This amount is based on their level and can be affected by feats or other Games Master determined events. The number of Edge Dice a player has is a finite amount and once used, they do not come back until they are refreshed by an in-game event such as true rest, advancing a character level, or some other instance. The ways that a character can refresh their Edge Dice are listed below.

Edge Dice can be spent at any time, even when it is not the turn of the character spending them. Only one die can be spent in any given round, but certain talent tree abilities or class features may modify or relax this rule. Such exceptions are stated in the feature or ability in question. Player Characters and certain Games Master controlled Non-Player Characters may accrue and spend Edge Dice; other characters and constructs (most robots, computer entities, and the Unclassed) may not.

## Using Edge Dice

Using an Edge Die is not an action; it is a reaction or a non-action that can take place at any point in a combat round or during non-combat play. Once an Edge Die is spent, it is immediately gone even if circumstances negate its effectiveness. Edge Dice that get spent are kept track of, because once the situation that caused the expenditure (the current combat, the skill task, or whatever made the character need to use an Edge Die in the first place) is resolved, that amount has to be rolled to see how much non-lethal damage the Player Character suffers for the effort.

Edge Dice are rolled like any other die, with the number being applied in whatever way the given situation demands. The following chart lists the ways in which Edge Dice can be used. Other situation might come up, but the Games Master has final authority on how Edge Dice apply if at all.

- > **Edge Dice as a Bonus:** By spending an Edge Die at the start of a character’s turn, its rolled value is applied as an edge bonus to all rolls made until the beginning of that characters next turn. If a circumstance comes up where a lower result on a check would be in the character’s favour, the bonus can become a penalty at that character’s option.
- > **Edge Dice as an Offensive Action:** A character can spend an Edge Die to turn any attack roll into a successful hit, any successful hit into a critical, and any successful critical hit into a maximum damage strike. This costs one die for each option and a character can choose one option for every four full class levels they possess. This means a 12<sup>th</sup> level character of any class could choose to spend three Edge Dice on an attack and score an automatic critical hit for the maximum amount of damage the attack is capable of inflicting. Doing this is a full attack action and only allows the character to make **one** attack regardless of cyberware or other abilities.

They had not known him long, but Jeht was rapidly becoming one of Rip and Hellcat's favourite people. They liked him because he did not talk much. They liked him because he did not take up much space. They liked him because he was light on their food budget. They really liked him because he made his own ammunition and never leeches off the weapons locker. But what they loved him for was the way he never flinched at putting himself between them and pain.

Today was a good example of that last one, and a reminder to Rip why the man in black was definitely on his Christmas card list. They were out on assignment, doing work for the Mahyer's Foundation that Hellcat hated but paid the bills. There was no nice way to put it; they were here to kill someone. At least Rip could say the target was no saint. He was what his deep south great grandmother would call, 'someone who needed a good killin'.'

Scon Whitmere was a viral pathologist who worked for Greenstar. His latest 'present' from that ecoterrorism syndicate was the Arbour Strain, a lovely disease that only harmed human beings. Its first test was the logging city of Anchorholme in Sweden, a ghost town now. Scon was trying to bring his deadly creation stateside now, and if it got out, the East Coast would be one big graveyard. So no, this job did not prick Rip's conscience much. He hated network on general principles, but this slime's demise would not make him lose any sleep.

Of course, getting to Whitmere had been quite the challenge. For an outfit ostensibly out to save the planet, Greenstar had some very heavy hitters in their bodyguard core. Rip liked to rate his work in terms of ammunition and this day was rapidly turning into a two arsenal job. He was already down so many rockets and grenades that the money they were getting paid for taking out Whitmere was getting thinner by the salvo. He normally preferred drive-bys and high calibre cocktails for this kind of thing, but the virologist had more ice around him than a bloodball player's knee after three quarters.

With Hellcat four blocks away on sniper detail and him here playing ordinance monkey, the home team was making progress. The bodyguards were all down for the count now except for one- a tin-plated terror named Cortez. Scon was in a full-shielded limo behind the cybered monster, but Rip was out of salvo rounds. He intended to get over there and slap a mud-pack to the car's fuel cell, but Cortez would tear him apart with his bare hands. That was where Jeht came in handy.

In a whirl of trenchcoat leather and shimmering steel, the combat savant was on the massive brawler. Rip watched from cover while the battle played out. He knew Cat was up on her rooftop doing the same through a night scope, but he also knew things were moving too fast for her to get a good shot. Besides, the dents in Cortez' skull dome were a testament to just how effective her rifle was not. It was always a pleasure to watch Jeht work and as metal limbs flew off the Cuban bruiser surrounded by washes of blood and hydraulic fluid, Rip almost felt like he needed a smoke.

Unfortunately, there was no time. While they had all been caught up by the sword fight, Whitmere was making a break for it. He was almost to the doors of a passing shieldwagon. If he made it to that second car, the bastard was as good as gone. The doctor was wearing a aegis coat, more than thick enough to shrug off what he was carrying and Hellcat was obviously still watching Jeht take Cortez apart. The son of a cyberbitch was going to get away!

With a sudden pivot, Jeht kicked what was left of Cortez to the street and hefted one of his blades into a throwing stance. 'No fraggin' way...,' Rip muttered in stunned disbelief. The distance from Jeht to the retreating Whitmere had to be 200 feet or so. 'No fraggin' way.' The black-clad badass did not pause more than a heartbeat before letting fly with the vibrating sword. It sang through the air, shattered one of the limo's windows, came out the other side in a shower of ballistic glass, and slammed into Whitmere with the force of a howitzer round. Only its tsuba kept it from tearing straight through the instacorpse.

Two sniper shells from high overhead took out the people who darted out of the shieldwagon to try and snatch up the doctor's fallen briefcase. The car spun out, leaving the virus, two bleeding goons, and an exceedingly dead Whitmere in the dirt. Rip had never seen anything like that in his life. He did not know whether to go hug the big man or run away in fear. He settled for sitting on his ass and lighting up a cig. What a night...

- There is one catch to the above; an attack roll still has to be made and if the result is a natural one, it misses as normal. A character of any level can choose to spend an additional Edge Die to cancel the need to make this attack roll, but that decision must be made *before* the roll. (This means the 12<sup>th</sup> level character could spend four Edge Dice and not have to make the attack roll instead of saving the extra die and gambling on not rolling a natural one if he prefers.)
  - > Any Edge Dice spent for an edge bonus that are still in effect when this is done continue to apply, so the character in the above example would get to factor in the edge bonus (if any) for that round into his automatic critical attack.
    - > Edge Dice cannot be spent after the fact to make a failed attack roll hit. If the character needs to hit with an attack and risks making the attack roll normally, offensive Edge Dice can only make it critical and or inflict maximum damage after it successfully hits on its own merit.
- > **Edge Dice as a Defensive Reaction:** A Cybernet character is acutely aware that not getting hit the best defence of all, so Edge Dice can be a target's best friend when bullets are flying. A character can spend an Edge Die to raise his Defence Value by the rolled amount for the duration of the current combat, one full minute, or until he uses edge for any other purpose- whichever comes first. In addition, edge can be spent to negate edge used as an offensive action. One Edge Die spent in this form of defence can negate an offensive Edge Die if its roll is higher than the latter. This is the only time when offensive or defensive Edge Dice are rolled. Any number of defensive Edge Dice can be spent and rolled, but the total amount must exceed the value of the offensive die (or dice) spent on the attack.
  - Edge Dice cannot be spent to negate a natural 20, but they can be spent to prevent critical hits. One Edge Die spent in this way keeps the opponent from rolling to see if his attack would confirm as a critical hit. This can only be done with normal attack rolls; if the opponent used offensive edge to make an attack roll hit, only defensive expenditure of edge can block the attack.
    - > Only one Edge Die can be rolled as a bonus to the character's Defence Value, but additional defensive uses of edge do not negate this bonus the way spending edge for other purposes does as listed above. An Edge Die can be spent immediately after the first one 'wears off' if desired; this leaves no gap in the edge protection, though the second value might be lower.
- > **Edge Dice for Success:** Edge Dice can be used to ensure that a skill check, ability check, or saving throw succeeds. This expenditure must be made at the time of the check and supersede the need for a d20 roll. The Edge Die is immediately rolled and the result subtracted from 6. The number of the Edge Die result is subtracted from 12 if the check could not normally succeed. That value (or 1, whichever is higher) is subtracted from the statistic related to the check as temporary damage, but the check succeeds automatically. Ability points lost to this damage return at a rate of one per hour. Edge Dice spent in this way do not cause non-lethal damage as listed below.
  - For example, Hellcat has to run a programming patch between her system and the main vault door of the Takahima Corporation's downtown branch. This is a monster of a skill check because of various protection routines and she does not have time to slice them out of the way. She could make a DC 35 Computer Use skill check on a good day, but she cannot trust to luck right now. She spends an Edge Die and rolls it, getting a 3 on the d8. She makes the check, but loses 3 points of Intelligence (the statistic Computer Use is based on) because of the strain.

### The Cost of Using Edge

Once a character gets out of the situation that necessitated the use of their Edge Dice, they have to pay the cost in exhaustion. Edge Dice spent during a combat or extended scene such as several skill checks made to accomplish a



single task (such as a one full run in the Web against a corporate mainframe or putting together a new style of armour plated van) have to be rolled again after that task is completed to determine how many points of non-lethal damage the character suffers.

Unlike normal non-lethal damage, this is mental and physical strain and will not heal until all of a character's Edge Dice have been restored. If only some of the lost Edge Dice are regained at a time, they are rolled (but not spent) to determine how much non-lethal damage is healed. Once all of the character's Edge Dice are refreshed, any remaining subdual damage caused by their expenditure is healed and no longer affects the character in any way. While a character has non-lethal damage from spending edge, any further non-lethal damage they suffer from other sources should be tracked separately. In all other ways, non-damage from spent edge (also called edge damage) is treated like non-lethal damage for all purposes.

Just what constitutes a 'situation' for determining when edge damage occurs is a matter for the Games Master, but the following guidelines are suggested:

- > Edge damage is sustained immediately after a combat ends, as defined when the last opponent has been put down and no hostilities have occurred for six full seconds. This leaves a small margin of time for medical and cybergear use before exhaustion and possible unconsciousness sets in.
- > If a combat lasts more than ten rounds, edge damage occurs ten full rounds after its last use. This allows a character with multiple dice to 'chain' them over time to keep staving off the occurrence of edge damage over the duration of a long battle, but eventually it will catch up to him. Edge damage that happens during combat occurs at the beginning of the appropriate round before the character suffering it can take any action (except spending more edge, which resets the ten round counter).
- > When edge damage is used for an edge bonus when out of combat, the edge damage should occur either immediately there after or at the end of the current task if the skill check is one of several needed to succeed at what the character is making any of the skill checks for (such as multiple Escape checks to get out of different kinds of binding). This has an upper limit of one hour; all edge damage accrued this way should occur no later than one full hour after the *first* die is spent.

## Regaining Edge Dice

Edge is regained automatically if the following things occur in game. These are effectively psychological or physical events that leave the character feeling rested, refreshed, or ready to give his best again after being drained from the exertion of using Edge Dice.

- > The character has had one uninterrupted day in which he has not had any lack of food, water, or relatively clean shelter. This time only counts if the character spends the entire time in one or more locations of his choice, is not incarcerated, does not suffer any damage, is not diseased or poisoned (this includes suffering the effects of withdrawal), or has to make any skill checks with a DC of 20+. This refreshes at the rate of one die per day.
- > The character achieves his next experience level. This refreshes all of the character's Edge Dice immediately and can occur (if the Games Master permits) even during an adventure or in the middle of combat if experience accrued in that way. If the character is currently benefiting from any edge bonuses, they remain for the as long as they would normally and do not increase even if the character's new Edge Dice are of a larger size.
- > The character participates actively in a combat or skill based contest against a major Games Master controlled adversary and comes out victoriously. This allows the Games Master to refresh the Player Character's Edge Dice after the climatic scene of the current adventure, even if the next part of the plot line would not normally allow enough time for them to do so otherwise. This can restore a variable amount based on the scale of the victory; one Edge Die for a main, levelled henchman all the way up to full restoration for an adventure-spanning lead villain or an action that saves millions of people.

All current edge damage and ability score damage related to edge expenditure is removed when edge is restored. If a character gets back less than all of their edge at one time, the die returned is rolled (but not spent) and that value is applied against the damage the character has sustained. In the above example with Hellcat, if she had to spend a second die of edge to make an identical skill check a few minutes later and was suffering 7 points of Intelligence loss, she would get back one Edge Die (which for her are d8s) after a day of safe rest. That die is rolled and comes up a 7. She gets back 7 Intelligence points and is no longer suffering any penalties, even though she is technically still down one Edge Die.

## CHARACTER CLASSES

### Occupations - Emergency Services, (page 18)

The skills list for the Emergency Services occupation should be:

Balance, Climb, Computer Use, Drive, Jump, Knowledge (behavioural sciences, earth and life sciences, or technology, Search, Swim)

### Occupations - Religious, (page 19)

The contacts text should read:

**Contacts:** 1 additional contact at level 1 to reflect someone in the local community met during services.

### Classes - The Connection, (page 25)

The starting Feat Bug Out is detailed in full below:

#### Bug Out (General)

You can get the hell out of a bad situation very quickly, usually leaving other people to deal with problems you probably started in the first place.

**Prerequisite:** 1+ level in Connection or Improved Initiative

When you begin a round in a vehicle and are 30 feet or more outside any opponent's threatened area, you may immediately take 100 feet of movement (vehicular) or 10 feet of movement (on foot) as a free action before resolving the rest of your round. This movement cannot pass through any hostile threatened areas and cannot be used to move closer to any opponent. You may 'bug out' as many times per day as you have levels of the Connection class.

### Classes - The Connection, (page 25)

Under The Freewheeling Talent tree the prerequisite feat for Cannonballing is missing it is detailed below.

#### Cannonballing

Prerequisite Feat: Offensive Driving

#### Offensive Driving (General)

You have a ton or more of steel underneath you and someone you do not like very much in front of you. I see a connection here.

Whenever you use a vehicle as a weapon (ramming, sideswiping, or trampling), you gain a +1 on the attack roll and +1d4 damage because of your finely honed sense of using inertia and horsepower in combat. These bonuses stack with any other bonus other feats or talents may give you in vehicular devastation.

### Classes - The Corporate, (page 28)

The starting Feat Corporate Sponsor is missing, it is detailed below:

#### Corporate Sponsor (General)

They say it is not what you know but who you know. They are right.

**Prerequisite:** 1+ level in Corporate or 17+ Charisma

Whenever you make Contact checks or have to purchase goods from sources you have an allegiance with, you gain a +1 circumstance bonus to the roll. In addition, you count natural 20s on these purchase checks as a 'critical' success and if a loss of Wealth would occur, you lose one point less (to a minimum of 0) than the purchase would normally require.

### Classes - The Corporate, (page 31)

The text on the Corporate class table for the Class Feature at 10th level is listed as 'Industry Leader' this should be replaced with 'Trademark'.

### Classes - The Jacker, (page 31)

The starting Feat Sneaky is missing, it is detailed below:

#### Sneaky (General)

You have a real talent for getting into places unseen and unheard. Getting back out is your own lookout, so walk softly and carry a rocket launcher.

**Prerequisite:** 1+ level in Jacker or 17+ Dexterity

You may always 'take 10' on a Move Silently or Hide check, even if conditions would normally deny you the ability to do so. Even active sensors or distractions of any kind cannot keep you from taking 10 on these checks, but

a direct observer may still limit or preclude the skill use entirely depending on conditions.

## CLASSES - The Soldier, (page 35)

Under Starting Feats the list should read:

‘In addition to the two starting feats all characters get at 1<sup>st</sup> level, a soldier begins play with the Personal Firearms Proficiency, Heavy Weapons Proficiency, Armour Proficiency (Light), Armour Proficiency.

## CLASSES - The Webcrawler, (page 37)

Q What does the TB in the Webcrawlers starting feats mean?

A Terabytes, it represents a block of hidden web storage space for the starting Webcrawler to use.

Q The Webcrawler lists a separate BAB for being immersed in the web. When the Webcrawler multiclasses does the new classes BAB stack with the immersed BAB or not. For example: a 10<sup>th</sup> level Webcrawler my real world BAB is +5 but it is +10/+5 when in the web. If I add and I add one level of Soldier is my web BAB +11/+6 or still +10/+5?

A In this case it would become +10/+6. The only class's BAB to stack with immersive BAB is the True Hacker (Advanced Class) due to the nature of the class.

## CLASSES - The Professional, (page 41)

There is a missing text box for The Professional class, this box is shown below.

**Professional Option:** A Player can choose to give up the Professional's bonus starting feat and the class feature of Expertise to improve the character's combat ability. This option represents a character that has been a soldier in the past or otherwise has a lot of combat training but no longer follows that path. This kind of professional keeps all of the other traits of the Professional class but is allowed to use the much better Base Attack Bonus number in parenthesis in the class summary table. In addition, he can choose to take Soldier talent tree choices as if he were a soldier of his Professional class level, but he must meet all of their other prerequisites

## SKILLS & FEATS

### SKILLS - NOT INCLUDED / RENAMED

- **Knowledge (Arcane Lore)** not needed as a skill due to the lack of magic in this setting but a gamesmaster could utilise this if he wished to include the occult in his games
- **Handle Animal**, not included. The skill could be taken from other sources and used in a specific situation, but only the Professional would have it as a class skill. Ranks in Handle Animal would be cross class for anyone else in the world of Cybernet.
- **Treat Injury**, renamed as the Medical skill and all references should be treated as if this was the Medical skill.
- **Technical**, this was removed as a straight skill and replaced with Repair. It is possible to have a Knowledge (Technical) skill though and this would aid in Repair and appropriate Craft rolls.
- **Diplomacy**, replace all occurrences of this skill with the Etiquette skill.
- **Escape Artist**, this skill name was shortened to Escape.

### SKILL - TUMBLE, (page 80)

The DC for ‘Tumbling through Opponents should be 25

### FEAT - NOT INCLUDED / RENAMED

- **Weapon Finesse**, this feat has not been included within Cybernet. It could be adopted if desired, but the lack of emphasis on melee weapons limits its usefulness to the point of it simply being dropped from the book.

### FEAT - IMPROVED BULLRUSH,

This feat was missed from the original list but was included as part of the Soldiers bonus feats list.

#### Improved Bull Rush

People should know better than to be in your way. You may have to educate them again on their foolishness.

**Pre-requisite:** Str 13, Power Attack

**Benefit,** When performing a bull rush (see page 167) you do not provoke an attack of opportunity.

### FEAT - EXOTIC FIREARMS PROFICIENCY, (page 86)

This feat is referred to in the Equipment section as the Heavy Weapons Feat. They are exactly the same feat and

for any reference to the Heavy Weapons Feat you should refer to this feat.

### Feat - Personal Firearms Proficiency, (page 89)

There has been discussion over what firearms this feat includes. Includes ALL Handguns (Pistols) and Rifles. This will include the Armageddon .75.

### Q&A

**Q** What happens with the feats that say the ‘Reputation Bonus Doubles to +4’? All of the following feats all give this benefit, ‘Corporate Clout’, ‘Ganger Rep’, and ‘Street Cred’

**A** When using your Reputation score the bonus of +2 shown on the Reputation Check Situation table (page 181) is double to +4 for that particular group. So with the Corporate Clout feat you get a +4 bonus as you are fairly well known within the Corporate World.

**Q** Every time a character takes the Windfall feat, he or she gains a cumulative +1 bonus on his Wealth Score. Shouldn’t it say to his/her Profession Skill?

**A** No, this represents a temporary increase in the character’s wealth via an inheritance, a lottery win, or finding someone with money lying shot in the street. That happens more often than you might think.

### Equipment New Equipment Items

The text for the ‘Impy’ (EMP) Grenade was missed not included. Here it is:

Impies, as they are called on the street, are military-grade anti-cyberwear weapons with one simple function: they generate a massive pulse of electricity on a specific amperage that interferes with electronic devices and power supplies. When a character with cyberwear is

caught in the blast of an EMP grenade, he must make a DC 18 Fortitude check (using his own Fortitude bonus or +5, whichever is higher) for each piece of cybergear he has. Failure shuts the device in question down for 2d4 rounds. A natural 1 on this save fries the device, inflicts one point of electrical damage directly to the character (no DR applies), and ruins the piece of gear until a Technical repair check at a DC 25 can be performed to bring it back online. This difficult repair takes 3 minutes per Purchase DC of the cybergear.

### Errata - Ranged Weapons Table, page 121

The text in parentheses following the Heavy Weapons title should read:  
*(requires the use of the Exotic Firearms Proficiency Feat)*

### Errata - Heavy Weapons Details, page 127

All references to the ‘Heavy Weapons feat’ should read ‘Exotic Firearms Proficiency Feat’ instead.

### Q&A

**Q** Is the extra damage for explosive tipped ammo negated by DR?

**A** No, this extra damage occurs after DR has been taken into account.

**Q** Do the black Talon bullets reduce the Soldiers Class based DR?

**A** No, as this is a class ability it is not equipment and cannot be decreased in this way.

**Q** I have found a mention for Power Armour in the rulebook (page 140 paragraph 6) but I could not find any. Where is it?

**A** As always some things have to be cut and Power Armour was one of them. It may be included

Below are the purchase DC’s for obtaining licences for each of the restriction levels.

Civilian License;	Purchase DC:10	Black Market Purchase DC: +1	Time to Find: 1 Day
Restricted License	Purchase DC:15	Black Market Purchase DC: +2	Time to Find: 2 Days
Military License	Purchase DC:20	Black Market Purchase DC: +3	Time to Find: 3 Days
Illegal License	Purchase DC:30	Black Market Purchase DC: +4	Time to Find: 4 Days

When purchasing things without a license you must purchase them on the black-market and add the Black Market purchase DC to the objects purchase DC.

The following entry represents the entry for the Rocket Brace Ammunition.

Bought in pairs, Purchase DC: 19 Restriction: Mil +3

The following entry represents the entry for Armageddon .75 Ammunition.

Armageddon .75 Purchase DC: 10 Restriction: III +4



in a future supplement or Signs and Portents article.

**Q** There were also a few references to Laser weapons, any idea what happened to these?

**A** As with the Power Armour another cut due to space. Once again we hope to include it in a future supplement or Signs and Portents article.

**Q** Why is Armoured Clothing classed as Medium Armour?

**A** This is not armour that is worn every day to the office, though it can be. It is normally worn as standard protection for Detectives in Police forces who expect to be under fire every day. It is not intended as standard corporate daywear. Corporations do expect a little more class from their employees and going into the office wearing armour will not help your corporate image. Though armoured clothing is noted as being worn by most corporate executives, this simply refers to the common practice by many upper-level executives to take the time and effort to learn the skills necessary to wear this class of protection at important functions.

## COMBAT

### Errata - Damage Threshold

The feat Improved damage Threshold refers to a character's massive damage threshold. The details for these are given below:

Any time a character takes damage from a single hit that exceeds the character's Massive Damage Threshold, that damage is considered Massive Damage. A character's Massive Damage Threshold is equal to the character's current Constitution score: it can be increased by taking the Improved Damage Threshold feat. When a character takes Massive Damage that does not reduce his or her hit points to 0 or lower, the character must make a Fortitude saving throw (DC 15). If the character fails the saving throw, the character's hit point total is immediately reduced to -1. If the Fortitude check succeeds, the character suffers no ill effect beyond the loss of hit points.

### Errata - Dead, Dying and Disabled Rules

While all of these rules can be found in the Modern System Resource Document, it may be helpful to collate them here for your use during play.

#### *Disabled (0 Hit Points)*

When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but

he or she is close to it. The character can only take a single move or attack action each turn (but not both, nor can the character take full-round actions). The character can take non-strenuous move actions without further injuring his or herself, but if the character attacks or performs any other action the GM deems as strenuous, the character takes 1 point of damage after completing the act. Unless the activity increased the character's hit points, the character is now at -1 hit points, and is dying.

Healing that raises the character above 0 hit points makes him or her fully functional again, just as if the character had never been reduced to 0 or lower.

A character can also become disabled when recovering from dying. In this case, it's a step up along the road to recovery, and the character can have fewer than 0 hit points (see Stable Characters and Recovery).

#### *Dying (-1 to -9 Hit Points)*

When a character's current hit points drop below 0, the character is dying. A dying character has a current hit point total between -1 and -9 inclusive.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable naturally or with help (see below).

#### *Dead (-10 hit points or lower)*

When a character's current hit points drop to -10 or lower, he or she is dead. A character can also die if his or her Constitution is reduced to 0.

## Stable Characters and Recovery

A dying character (one with -1 to -9 hit points) is unconscious and loses 1 hit point every round until he or she becomes stable or dies.

### Recovering without Help

Each round, a dying character makes a Fortitude saving throw (DC 20). If the save fails, the character loses 1 hit point and must make another save on his or her turn the next round.

If the save succeeds, the character becomes stable. A stable character stops losing hit points every round, but remains unconscious.

If no one tends to the stable character (see below), he or she remains unconscious for 1 hour, at which point he or

she makes a Fortitude save (DC 20). If the save succeeds, the stable character regains consciousness, becoming disabled (see above). The character's current hit point total remains where it is, however, even though it's negative. If the save fails, the character remains unconscious.

An unaided stable, conscious character who has negative hit points (and is disabled) doesn't heal naturally. Instead, each day the character makes a Fortitude save (DC 20) to start recovering hit points naturally that day: if the save fails, he or she loses 1 hit point.

Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing additional hit points (even if his or her current hit point total is still negative).

### Recovering with Help

A dying character can be made stable by the use of the Treat Injury skill (DC 15).

One hour after a tended, dying character becomes stable, he or she makes a Fortitude save (DC 20) to regain consciousness. If successful, the character becomes disabled (see above). If the character remains unconscious, he or she makes the same Fortitude save every hour until he or she becomes conscious. Even while unconscious, the character recovers hit points naturally, and he or she can return to normal activity when his or her hit points rise to 1 or higher.

### Healing

After taking damage, a character can recover hit points through natural healing (over the course of days) or through medical technology (somewhat faster). In some campaign settings, magical healing is also available. In any case, a character can't regain hit points past his or her full normal total.

### Natural Healing

A character recovers 1 hit point per character level per evening of rest (8 hours of sleep).

### Healing Ability Damage

Ability damage returns at the rate of 1 point per evening of rest (8 hours of sleep). Complete bed rest (24 hours) restores 2 points per day.

### Q&A

**Q** If I am using Autofire and I roll a critical hit what happens?

**A** If the targets fail their Reflex Save then they take just the weapon's base damage as described on page 165.

**Q** What happens if using Burstfire and a critical hit is rolled?

**A** Only the weapon's base damage is doubled. The extra damage from burstfire is NOT increased.

**Q** Do we really add in the reflex saving throw to defence instead of the Dex bonus?

**A** Yes

**Q** The equipment bonus is a Damage Reduction modifier but the defence formula in the book has an equipment bonus in it, is this correct

**A** Generally most equipment (normally armour) gives a damage reduction bonus but it was thought that some pieces of equipment may give bonuses to defence rather than DR. It was left in to allow for future supplements.

**Q** If I am using an automatic weapon on Autofire against 3 guys in a 10' by 10' area, and the rounds are explosive tipped, what damage do they take and how many shots hit each person

**A** Each of the 3 targets need to make a Reflex Save against DC 15. For those that fail the check they take the weapon's damage rolled once. If this damage actually causes Hit Point damage then the explosive tipped ammo causes an additional 1D6 Bludgeoning damage.

### FAME AND FORTUNE

If your wealth is 10 or more higher than the purchase DC of an item your wealth does not drop even if the item is more than a purchase DC of 15 (the ultra-rich should be able to buy a items many times over that would break Joe average). In addition, if the result of a Wealth roll is more than double the purchase DC you don't lose a wealth point.

### Q&A

**Q** I am not happy to see DC's for buying stuff, its hard to find out what to hand out when GM'ing. Say the group is hired by some corporation and is going to be paid .5 million, I cant just say 'everyone goes up to 23' or something like that, or can I? If someone has a +1 wealth and they kill a dude with say, 350 on them, do they go up +1 or what?

**A** When discussing the rewards in game with your players, you can give a numerical amount of cash, for example \$350, but you would really need to have an idea what you think they should be able to buy with this money. With basic cred sticks/ cash taken from goons, you might, for example, give them temporary +1 (or higher) bonus to wealth for one purchase.

This then allows you to offer jobs that increase the wealth level of the characters without getting into the value of each mission in monetary terms. A high paying job could

result in all of the characters having Wealth of 28 for the next year (assuming this is higher than their previous scores). Smaller jobs could, for example, add +3 to their wealth for determining one or two purchases. The exact balance should be whatever works for your game, even if this means the Games Master simply assigns monetary values of Purchase DC x 1000='credits' (or whatever currency the campaign uses) and converts everything over to a cash-based system.

## CYBERGEAR

### Errata - Basic Cyber Arm, (page 195)

The basic cyber arm has the following Hardness value - 8.

### Errata - Basic Cyber Leg, (page 197)

The basic cyber leg has the following Hardness value - 10.

### Errata - Cyber Armour on The Body Modifications - External Table, (page 200)

The Cyber armour line shows a bonus to the character's defence rating, this should read as a bonus to DR. The reference to Defence is from an earlier version of Cybernet when Cyberarmour was completely internal, but then a healthy dose of reality and physics reminded us how physically impossible that was. A version of nanotech skin-webbing might be released later as a web article: that type of modification would add to Defence and represent shots that would have damaged the body but were unable to penetrate it sufficiently to do so.

### Q&A

Q What does the Joy Button do in game terms? If you have to ask, you probably are not old enough for us to tell you.

Seriously, it has whatever game effects the Games Master wishes to give it. The Joy Button was added to Cybernet as an example of the kinds of specialised gear that people can come up with given technology and far too much free time on their hands.

Q Does the installation of Cyber wear require a special feat or can any doctor try it?

A Any one can do it, but if you want to survive, best to get a Doctor with the Medical Skill and the Surgery feat.

Q What happens if the doctor fails the check?

A Well, the implant does not take and what happens next really depends upon what he was getting replaced. Say he was getting a cyber eye, there would be some hit point damage, but the character should really be more worried he is now missing an eye. Generally all surgery on PCs should work, unless there is a specific GM reason for it not to. The DCs should only really be worried about when the players are doing the surgery. Then it is really up to the GM what happens if they fail. Typically, a failed surgery should result in damage to the patient equal to the difference between the Surgery DC and the doctor's actual skill check and a 25% chance of the cybergear in question being ruined or defective (50% chance of either).

Q What happens if you have a cyber limb and you lose it somehow. Do you regain your self-points? If not do you lose more when you get a new cyber limb?

A You will not regain any self points until you have had some form of therapy. You would not automatically regain the self-points just because you lose the cyber limb and you will certainly lose some more when you go under the knife again to get another one added. In this case, the self cost is rolled again and if the result is more than the character lost from the first item, the difference is subtracted from the Self score.

## THE WEB

### Q&A

Q Are there any rules for getting out of the net? and what happens your server suddenly crashes or you are unplugged?

A Due to the variability of these situations it has purposefully been left up to the GM on what happens to the characters in these situations. We would recommend using the rules on page 213 under the Combat in the Web section for what happens in emergencies.

## ADVANCED CHARACTER CLASSES

### Q&A

Q There are no options given for the True Hacker's bonus feats. Does this mean they can choose any feat they want?

A Yes. True Hackers have so much information at their fingertips and so many base-line connections to tap, it makes sense that if they take an interest in learning something, they can figure out a way to do so.

Q The Runner Class requirements are the same as the Master Thief, is this correct?

A Actually, no. The Runner was supposed to have a very unique requirement list: nothing. Any character can begin taking levels of Runner as early as second level if they wish, though the tradeoffs for doing so might not make it worthwhile until they are higher in level. For the right character concept, it could work out perfectly for them. Enjoy.

**Q** Does the True Hacker's BAB stack with the Webcrawlers special Web BAB?

**A** Yes, this is the only class (so far) that does stack with the Webcrawlers special Web BAB.

## CHARACTER SHEET

We have an updated character sheet on the Mongoose Publishing Website at this point in time and we will also be releasing an expanded character sheet to better allow for the variety of options with this game.

### Errata - Career spell incorrectly, (page 253)

On the top left of the page, in the section entitled 'Player', the fifth line says 'Carrer', please replace this with 'Career'.

### Errata - Skills List, (page 253)

The Disable Device Skill is based on Intelligence (INT), not Dexterity (Dex) as stated on the character sheet.

## GENERAL

### EDGE DICE

On the Mongoose Publishing website we have released a PDF detailing how Edge Points are to be used.

### Q&A

**Q** I cannot find any experience or rewards table?

**A** As such there is no table. On page 15 it gives guideline for the number of experience points to give out but otherwise the rate of advancement is entirely up to the GM.

**Q** I read the Edge Points article and noticed that anyone can spend an Edge Die to make a critical threat into a critical hit. Doesn't that mess with the Soldiers Special Ability 'Deadly'?

**A** Edge dice must be spent before the dice are rolled, the soldier's ability 'Deadly' allows them to spend the Edge Dice to confirm a critical after the dice are rolled.

### OPPOSED CHECKS

**Q** In the Web chapter, there are a few instances where the rules specify an opposed check but then goes on to give a DC for the check. How does this work? I thought that an opposed check was both sides rolling the appropriate skill check the higher winning number (e.g. Spot vs. Hide). This type of opposed check is listed for getting out of the web, for the Cloak and Clone programs, and for the Program Hack action. There doesn't seem to be a variable on the server side, just Security Rating.

Also, in the first example, on page 230, in the paragraph on hack actions it says that the server gets a +10 to oppose the hack action. Where does this come from? The section on Program Hack says its the user's Computer Use vs. the Security Rating of the server, in this case 18. So shouldn't this just be Hellcat's Computer Use of +17 vs. a DC 18?

**A.** When a DC is listed for an opposed check, it means the minimum possible roll on the part of the character attempting it to succeed in the first place. Thus, even if a check is opposed but also gives a DC of 18, it means that no matter how poorly the opponent (in this case, the server) rolls, Hellcat still has to get a total check of 18 or better to have any chance of success. (Of course, with a +17, this should not be too hard.)

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OGL

# CYBERNET

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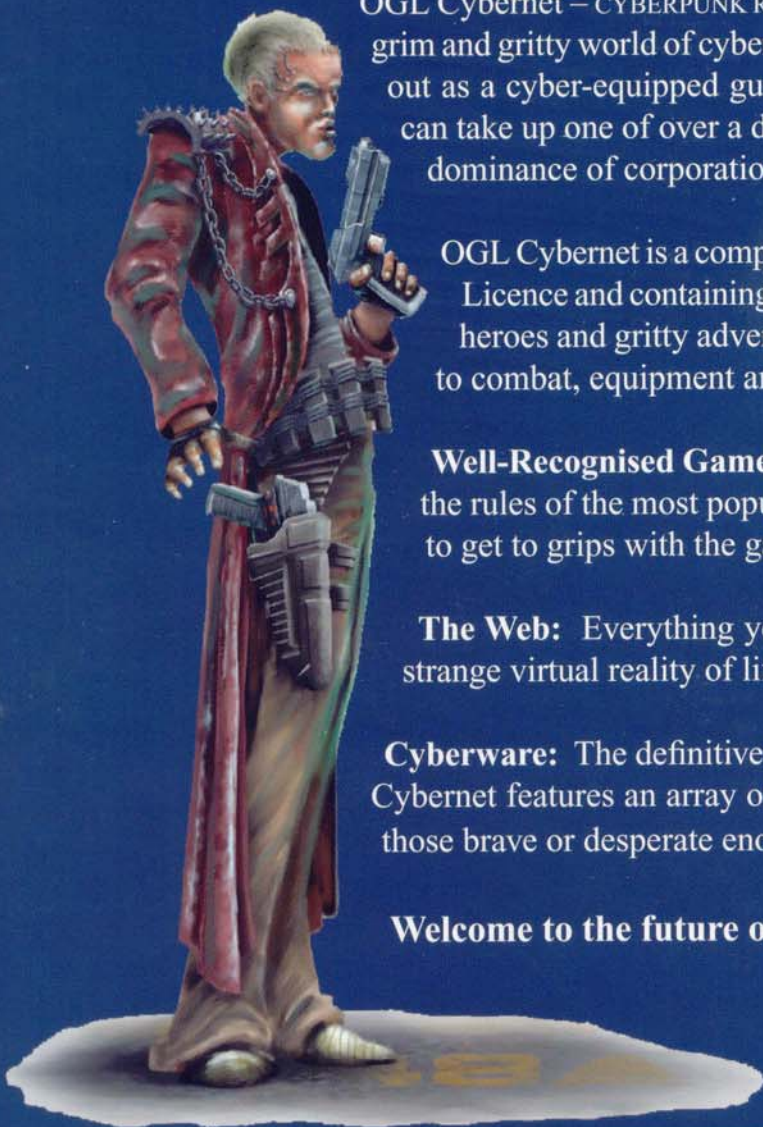
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